D&D

STARJAMMER

RETURN TO THE VOID

Explore the galaxy in this campaign sourcebook
for the world's greatest roleplaying game

It was The Breaking

The shattering of the crystal shells and the disappearance of the *phlogiston* changed everything. The old helms failed as distances between worlds stretched out impossibly. The galaxy settled into a loneliness that lasted for centuries.

The return of the Arcane brought hope but that elder race perished so quickly, leaving the younger species to fumble like children with complex tools. Centuries of study finally unlocked the Gates and reconnected the galaxy powered by a new discovery, *materium*.

The physical manifestation of magic, *materium* is vital for space travel and all modern technology.

Now the Galaxy is guided by the League of Aligned Worlds, an interplanetary parliament that spans thousands of planets and moons, from gleaming Core Worlds to the distant Periphery, a region of planets filled with the bold or the desperate, where government is absent, and adventure awaits…

For use with the fifth edition
Player's Handbook®, Monster Manual®,
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THE LEAGUE OF ALIGNED WORLDS

AND THE KNOWN SURROUNDING SYSTEMS

FALX

ASTROMUNDI
CLUSTER

NEX

SEA OF SHADOWS

CHARON

TORUS

THE ORMYRR HEGEMONY

GORIN MYRR

BUSTLUM

PARCELIUS

VARA MYRR

PURITY

KLOBU MYRR

CRESENT

NYARLA MYRR

GARRASH

EBERRON

THASIA

WAYPOINT

KRYNN

BRAL

SALZAR

MORGAN'S
WORLD

DAWNRISE

ASTRYLON

REDEYE

THE PEARLS

NUBIS

THORISEA

BONDEL

VERIN

AELIVERE

TORIL

THESALYS

CHWARAMBR

THORISEA

MYSTARA

MIDGARD

NERMISARR

MERSHARR

NIVIL

COMPORELLON

THE EMPIRE OF THE RAKAST

KARA-TUR

CHWRR-RHIN

PHYTAN

CHWRR-RIIT

BARBUDA

GAYA

AEON

ZPHIDNIN

GAMMARO

ARMISTICE

OUIYAN

BORODA

NIGEL
HATHA

CHAK'THA

DRIK'CHKIT

THE INSECTARE REPUBLIC

PURITY

C'T'LK'ATAT

CZZ'KRIK'ZIRK

KRISK'TUHKK

TAK'THA'TIK

KAT'CHIKA'TA

RASCZAK

KREKK'LULKK

MASG

DOTH B

DOHWAR

UN-KALLA

OERTH

LIRAK'S CUBE

ATHAS

IGNIA

MEFESK

BODI

AEROFALYN

FORGE

IUUSSUS

GIFF PRIME

LURIENA

PLATA

ALABETH

STARJAMMER

RETURN TO THE VOID

For Nigel,
your star shined brightest

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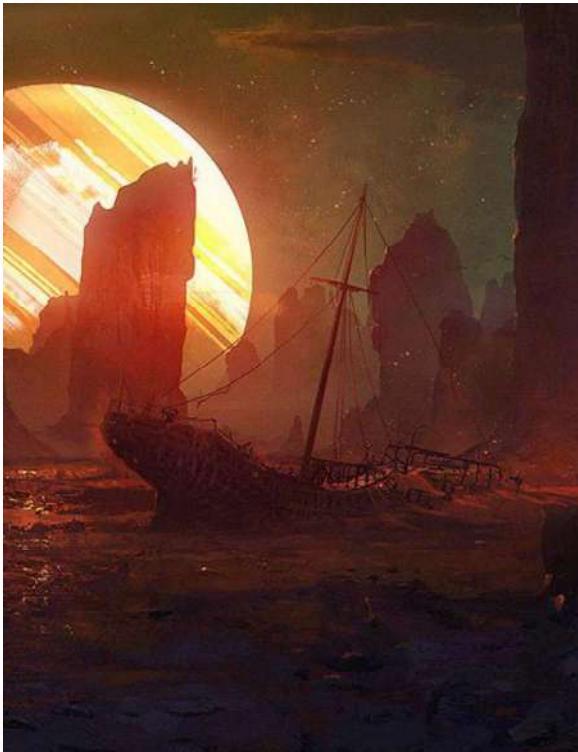**Developers**: Andrew Cole, Jamey Mays, Allan David Robuck
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ON THE COVER
Vitali Timkin artwork reveals a derelict Spelljamming galleon abandoned centuries ago on a desolate moon.

ON THE ALTERNATE COVER
David Demaret illustrates a mammoth-class starship suffers critical damage in a battle over the core world of Toril.

CONTENTS

Welcome to the Void

Everything you know about space is wrong. Flying between planets through an ocean of breathable air, sailing between crystal spheres, or the stars being living creatures darting about. Forget it all. It's wrong.

The great and mystical universe of Spelljammer was transformed nearly three millennia ago when the crystal shells shattered and broke. Set free from these crystalline prisons, the Void expanded with impossible speed consuming the *phlogiston*, extinguishing entire species, and changing the very cosmos. The crystal spheres, once distinct and separate realities, were violently thrown together, in what the philosophers of the Pragmatic Order now call the Unified Prime.

Welcome to the universe of Spelljammer, where only the ancient alien technology of the long dead Arcane allows the planets to communicate and explore the vast emptiness of the Void. It is a universe where hard science and powerful magic blend together until it becomes nearly impossible to distinguish their differences.

Within the Spelljammer campaign setting you will discover a setting where magic and technology have advanced in symbiosis, because the technology of the Spelljammer universe is *powered* by magic. The complex circuitry and hard principles associated with science fiction are fueled, not by electricity but, by the physical manifestation of magic known as *materium*. This element radiates raw magical energy that is harnessed and converted into light and heat. This particular branch of technology was left behind by the Arcane before they vanished thousands of years ago and is known throughout the Void as Arcanium Technology, or Arc-Tech colloquially.

Arcanium Technology is everywhere. It powers databooks, view screens, mass transportation, and entire cities. Arc-Tech is used in modern weaponry, hospitals, and fuels the starships that travel between worlds. The legacy of the Arcane is felt in every culture in Known Space, as their technology has become the backbone of the galaxy. It has become so common that most forget the power source for their homes and their cars is inherently magical, until the shielding insulation fails. Then corporate mages arrive to manage any fallout and treat the local populations for *materium* poisoning. Thankfully, these events are rare, and Arcanium Technology has been considered nothing short of a miracle that saved all of Known Space from the dark isolation that followed the Breaking.

Spelljammer extends Dungeons & Dragons into space and does so without compromising existing campaign settings. This includes Eberron, Greyhawk, Krynn, Toril, and every individual campaign in existence. The timeline between these current campaigns and the Spelljammer campaign setting is vast, allowing for events to unfold in one without compromising the other. This is not to say that each world has discovered Arcanium Technology. In the universe there is every conceivable setting, from Renaissance-era sailing worlds, to medieval kingdoms filled with chivalry and magic, to wild west gunslingers. Each of these worlds are waiting to be discovered, to be explored. Your adventures are only limited by your imagination and your adventurer's courage to travel into the Void.

Using This Book

This book is a guide for using Spelljammer as a setting for your D&D campaign. There is material included intended for both players and dungeon masters, adapting the rules of 5th Edition Dungeons & Dragons into a space fantasy setting.

This introduction presents an overview of the setting, including the history of Known Space, the shared culture of the League of Aligned Worlds, and the influence of magic and *materium* throughout the galaxy.

Chapter 1 details twenty new species to play, in addition the races found in the *Player's Handbook* and the benefits of each choice as you build your character.

Chapter 2 reviews character classes, including adaption of existing subclasses for the setting and an introduction of new subclasses. Additionally, nine new character subclasses are introduced.

Chapter 3 includes unique character options for the Spelljammer setting. New feats, backgrounds, skills, and proficiencies are introduced for players to enjoy.

Chapter 4 details Arcanium Technology available to the players, including new weapons, armor, gear, and tools.

Chapter 5 expands on existing rules for ship combat found in Dungeons & Dragons and converts them to a science fiction setting. Ship systems, combat, and travel are all reviewed.

Chapter 6 explores many of the most important planets and moons in Known Space. This guide establishes several locations to allow your adventures to begin.

Chapter 7 is a review of the many organizations found in the Spelljammer setting, including the League of Aligned Worlds, the Collegium, and more.

Chapter 8 presents new monsters drawn from the universe of Spelljammer.

History of Known Space

The Breaking

There is no singular event that has shaped the galaxy more dramatically, at least not known in any records or shared by any species, than The Breaking. The how of it remains a mystery and so too does the why, but the day it happened has since been commemorated by every species in Known Space – the day the shells cracked, then shattered; the day the stars changed, and the Universe was formed.

It is perhaps inaccurate to claim the Universe did not exist until The Breaking, but before then each solar system was neatly tucked away from the others in crystal shells. Inside these crystal shells there were wondrous planets and stars that defied modern physics and understanding of magic, but persist they did inside their crystalline homes. The crystal shells themselves were separated by an infinite ocean of swirling colors and gases called the *phlogiston*. This *phlogiston* was undoubtedly what allowed the whimsical worlds of the Classic Era to exist, as the *phlogiston* was itself incredibly powerful. By navigating these bright rivers of color, ships could travel between these pocket worlds and experience locations were the constellations were giant glow beetles crawling along the crystal shell or where stars were shaped like pyramids or cubes. It was as if the rules of existence were arbitrary, because they were. The *phlogiston* was truly another dimension, one that changed the nature of our reality and limited the power of the gods themselves. Even the greater powers could not bypass the *phlogiston* to expand their reach and so they too were limited to the confines of the crystal shells.

Travel between the shells was sparse, with only a few intrepid sailors willing to brave the *phlogiston*. But civilizations between the crystal shells did communicate and grew to understand their place in an endless ocean of pocket solar systems.

The events on the day the shells broke was different for each planet and star system. On Oerth, the shards of the crystal shell were pulled away by the sun and joined the Grinder asteroid belt. For Krynn, the breaking of their crystal shell was a second Cataclysm as the huge shards rained down from the sky. The great tree of Aelivere, once adorned with suns, was shredded by The Breaking and drifts through space, a husk of its former glory. The confusion of that day varied, but the end result for every planet was the same; the shells were destroyed, the constellations they knew were gone, and the *phlogiston* had disappeared; replaced with the infinity of the Void. The ability to travel between worlds was lost and, what historians now call, the Long Dark had begun.
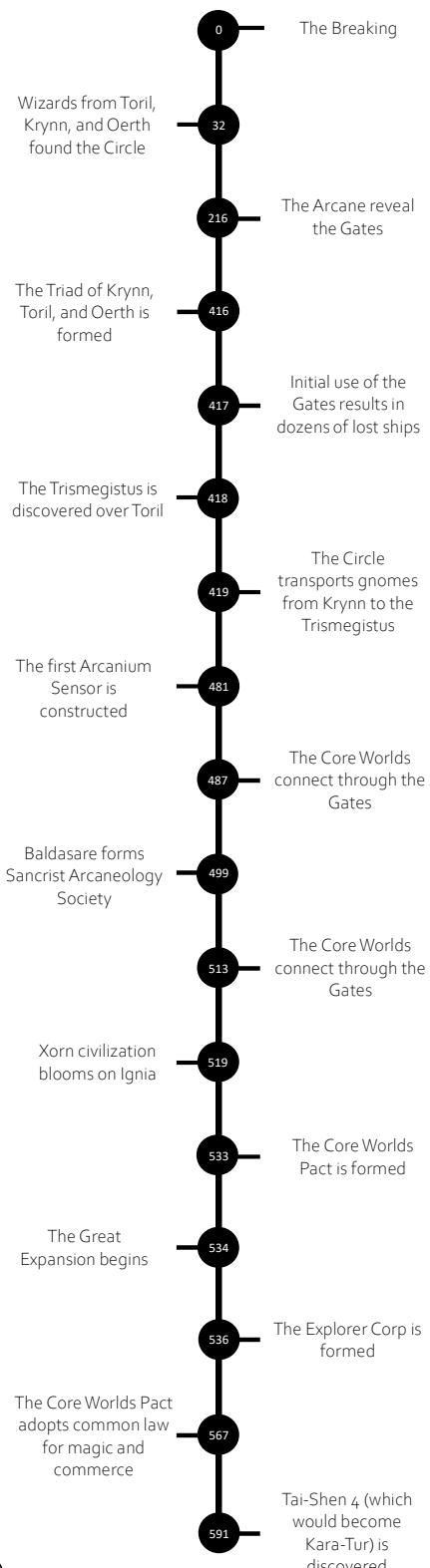
For most planets, the next four centuries were plagued with death, superstition, and regression as their isolation, a result of The Breaking, bore a heavy toll. Species were lost, civilizations crumbled, and religion became all-consuming with the gods no longer constrained by the *phlogiston*.
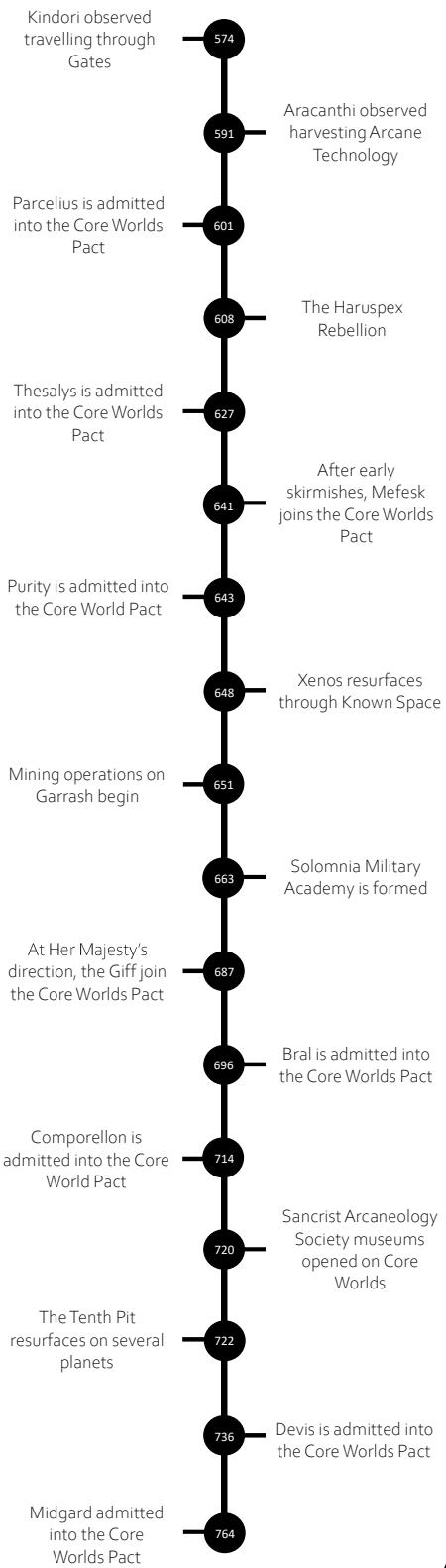
For the Core Worlds of Oerth, Krynn, and Toril the Long Dark was experienced somewhat differently. Powerful institutions of magic on these worlds, already familiar with the other's existence, communicated through scrying magics. This connectivity was shared with their governments and tempered the fears and passions that ruled on other planets. Aid and information was shared, laying the groundwork for an interstellar civilization, one soon put to the test with the arrival of the Arcane.

The Arcane

It was 416 years after The Breaking when the Arcane reappeared. This ancient race was instrumental in

Modern Galactic Timeline

Year	Event
0	The Breaking
32	Wizards from Toril, Krynn, and Oerth found the Circle
216	The Arcane reveal the Gates
416	The Triad of Krynn, Toril, and Oerth is formed
417	Initial use of the Gates results in dozens of lost ships
418	The Trismegistus is discovered over Toril
419	The Circle transports gnomes from Krynn to the Trismegistus
481	The first Arcanium Sensor is constructed
487	The Core Worlds connect through the Gates
499	Baldasare forms Sancrist Arcaneology Society
513	The Core Worlds connect through the Gates
519	Xorn civilization blooms on Ignia
533	The Core Worlds Pact is formed
534	The Great Expansion begins
536	The Explorer Corp is formed
567	The Core Worlds Pact adopts common law for magic and commerce
591	Tai-Shen 4 (which would become Kara-Tur) is discovered

Spelljamming across the *phlogiston* and in a few short centuries they appeared to have an answer for the younger races of the Void. Towering over most species, the Arcane stood twelve feet tall and, while they always appeared gaunt, were practically emaciated when they reappeared. Their arrival must have been coordinated as several planets across Known Space reported visits by the Arcane throughout the year 416 and the message delivered was the same: the Arcane had returned, and they had built a series of gates that would connect the Universe. The intentions of this enigmatic people were never fully understood as most died or disappeared within a few days of their arrival, but their brief intercession changed the course of the galaxy.

The Gates

Much of the history about the Gates and Arcanium technology comes from advances made by the Core Worlds. The scrying networks established by the Collegium allowed these worlds to consolidate resources and political agendas into an organization they named the Triad. For many planets, the arrival of the Arcane was confusing and unproductive. Whatever the intentions of this elder race, the instructions were sparse and interactions with the Gates were hardly fruitful. Unfamiliar with the alien technology, most Spelljamming civilizations abandoned the Gates as they struggled to understand their use. This experience was similar for the Core Worlds. For three years antiquated Spelljamming vessels would approach the Gates which (upon detecting the Spelljamming helms manufactured by the Arcane) would open and allow the ships to travel into what appeared to be the *phlogiston*. However, much like the constellations of the Void, this *phlogiston* was different. The trade ways, long established over previous centuries,

were lost and resulted in most ships that entered the Gates never returning. The efforts of the Arcane may have been universally abandoned except for a discovery made on the outer ring of the Torilian Gate in 419; an Arcane maintenance vessel named the *Trismegistus*.

The Trismegistus

A rather unremarkable maintenance tug, the *Trismegistus* would be remembered by history as one of the most significant discoveries in the history of Known Space. When the derelict vessel was salvaged by the *Rowan* (captained by Aelthus Illiance) the Arcane aboard the vessel had all perished and the ship's energy reserves were exhausted. The technology was alien and incomprehensible for the crew of the *Rowan*, but Captain Iliance had the foresight to bring the wreck back to Cormyr for study. Despite this stroke of luck, translating the technology into something usable proved extremely difficult. Mages, engineers, and Gondsmen attempted to repower the individual systems unsuccessfully while linguists attempted to translate the language of the Arcane.

Nearly four years passed without any breakthroughs before experts from Oerth and Krynn – most notably Baldasare Delanostrim, were magically transported to Toril to aid in the efforts.

Dr. Baldasare was considered a genius at Mt. Nevermind in the field of metatechnology – the infusion of technology with magical energies, and while he never lived long enough to discover Eberron, most historians agree, he would have been delighted to see similar research unfolding on that planet.

Baldasare led a combined effort to unlock the mysteries of the Trismegistus and in less than six decades his team succeeded in translating the Arcane language,

powering Arcane technology through existing Spelljammer helms, and manufacturing the first Arcanium sensor in 481. A new ship, the *Gallivant*, was manufactured with two helms, one dedicated for travel and the other for powering the Arcanium sensor on Baldasare's hypothesis that this was needed for travel through the Gates.

The gnome's theory proved correct as, upon passing through the Gate, the *Gallivant* discovered a series of navigation buoys that allowed the vessel to explore with less fear of becoming lost in the swirling colors beyond. Once beyond the Gate, the *Gallivant* tested another of Baldasare's theories by exposing these gases to fire and confirmed something else – this was not the *phlogiston*.

Normally, exposing the *phlogiston* to any fire would be catastrophic, as the gases were extremely flammable. However, this was not the case when the *Gallivant* explored the swirling colors beyond the Torilian Gate. What they ultimately realized was this was not the *phlogiston* rediscovered but instead the colorful curtains of the Border Ethereal Plane. This allowed for faster travel by bisecting the Unified Prime Material Plane (or the Unified Prime), but the *phlogiston* and the old ways were truly lost.

The next three decades were spent painstakingly mapping out this new system of navigation buoys and connecting Gates until the three core worlds were connected in 513. During this time of exploration, the research teams weren't idle. Dr. Baldasare and his cohorts continued to reverse engineer the technology of the *Trismegistus*, most importantly creating the first Arcanium Drive, known as the Spell Engine. A modest effort at first, but one that could power other Arcanium systems and a power core that could store spell energy, no longer requiring a magic-user to directly power the vessel, instead only required occasional "recharging".

The Core Worlds Pact
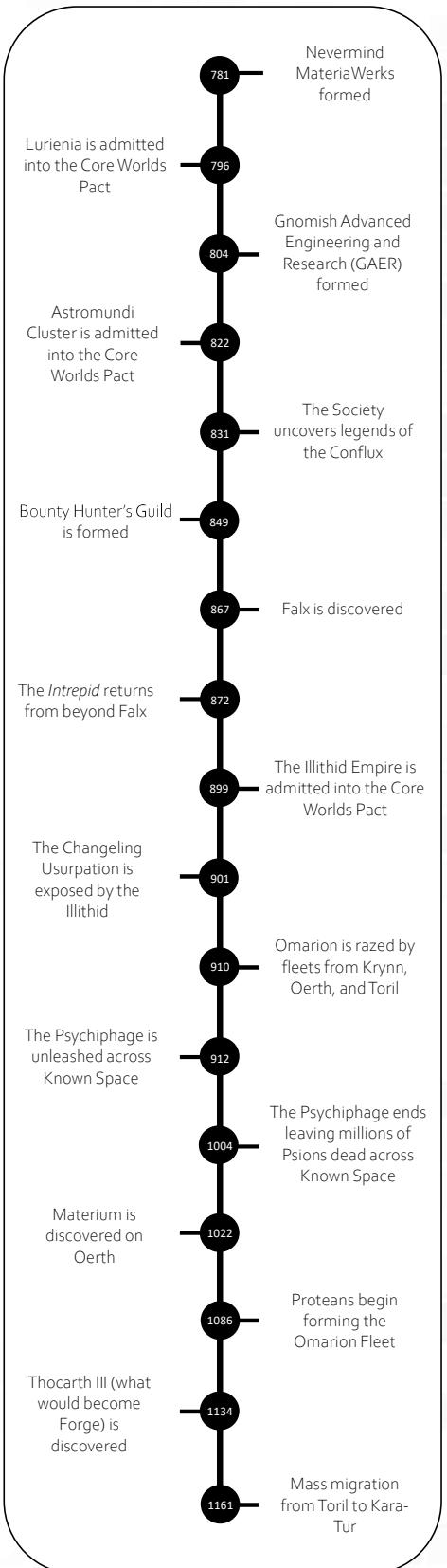
When the *Gallivant* first arrived in Krynn space it was hailed as an achievement, not only of technology but also the resolve of the humans, gnomes, elves, and dwarves that worked so hard on the project. Dr. Baldasare himself welcomed the ship as it arrived at Palanthas.
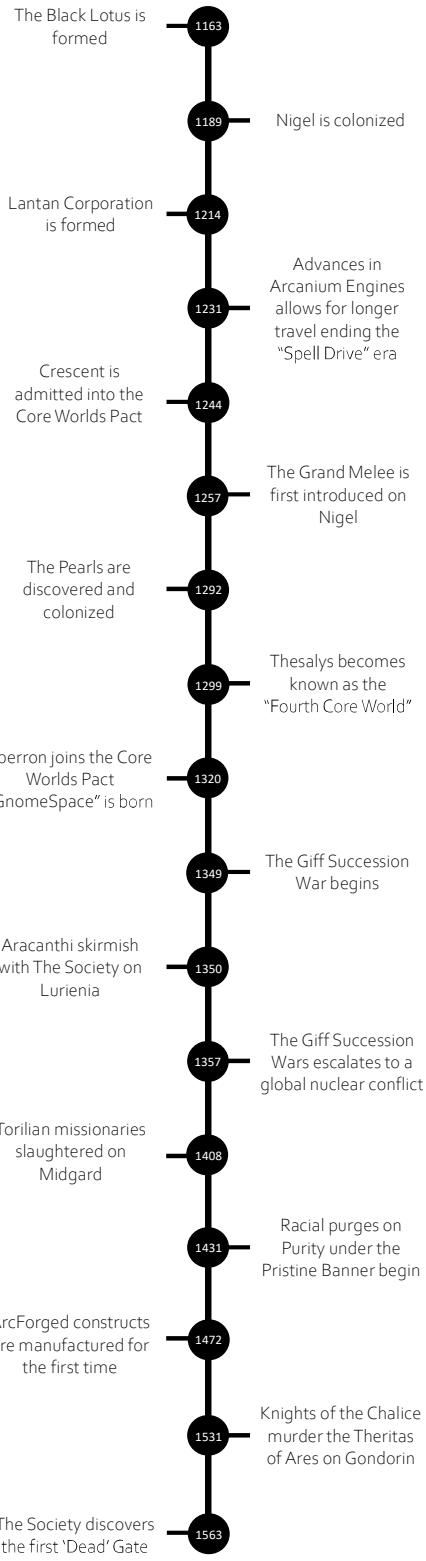
The sister ship *Wind Rider* arrived in Oerth the same day in a planned celebration of the connectivity and cooperation of the Triad. With conventional travel lanes confirmed between the three worlds, there began a concerted effort to expand on the initial goals of the Triad and apply them to unknowns of the Void. Leaders from Krynn, Oerth, and Toril negotiated the details of this alliance and how it would impact other civilizations they might discover. These meetings culminated in the formation of the Core Worlds Pact – a political alliance of the three worlds with the goal of affirming the fundamental right to life, equality, dignity, and the pursuit of social and technological progress. They agreed to share technology and information freely as they mapped the Void, and to avoid internal conflicts through mediation between all three parties.

The first (and still ongoing) official act of the Core Worlds Pact was the announcement of the Great Expansion.

The Great Expansion

On the first day of the year 534 the Core Worlds Pact began the Great Expansion. By segmenting the galaxy into three sectors (Grey Space, Krynn Space, and Realms Space) each of the core worlds began exploring outward through their respective Gates with the understanding that all discoveries would be shared, all planets welcomed into the Pact. The three planets met this endeavor with a unique optimism, unmatched in the succeeding years but an optimism that undoubtedly laid the foundation for the inclusive galactic society of the current day.

Year	Event
781	Nevermind MateriaWerks formed
796	Lurienia is admitted into the Core Worlds Pact
804	Gnomish Advanced Engineering and Research (GAER) formed
822	Astromundi Cluster is admitted into the Core Worlds Pact
831	The Society uncovers legends of the Conflux
849	Bounty Hunter's Guild is formed
867	Falx is discovered
872	The *Intrepid* returns from beyond Falx
899	The Illithid Empire is admitted into the Core Worlds Pact
901	The Changeling Usurpation is exposed by the Illithid
910	Omarion is razed by fleets from Krynn, Oerth, and Toril
912	The Psychiphage is unleashed across Known Space
1004	The Psychiphage ends leaving millions of Psions dead across Known Space
1022	Materium is discovered on Oerth
1086	Proteans begin forming the Omarion Fleet
1134	Thocarth III (what would become Forge) is discovered
1161	Mass migration from Toril to Kara-Tur

Timeline

- **1163** — The Black Lotus is formed
- **1189** — Nigel is colonized
- **1214** — Lantan Corporation is formed
- **1231** — Advances in Arcanium Engines allows for longer travel ending the "Spell Drive" era
- **1244** — Crescent is admitted into the Core Worlds Pact
- **1257** — The Grand Melee is first introduced on Nigel
- **1292** — The Pearls are discovered and colonized
- **1299** — Thesalys becomes known as the "Fourth Core World"
- **1320** — Eberron joins the Core Worlds Pact "GnomeSpace" is born
- **1349** — The Giff Succession War begins
- **1350** — Aracanthi skirmish with The Society on Lurienia
- **1357** — The Giff Succession Wars escalates to a global nuclear conflict
- **1408** — Torilian missionaries slaughtered on Midgard
- **1431** — Racial purges on Purity under the Pristine Banner begin
- **1472** — ArcForged constructs are manufactured for the first time
- **1531** — Knights of the Chalice murder the Theritas of Ares on Gondorin
- **1563** — The Society discovers the first 'Dead' Gate

In an event repeated countless times, a modern starship would arrive at an isolated planet, with the Pact ship crews attempting to communicate through centuries old records and language. These first contacts weren't always perfectly executed, and, in many cases, there were armed conflicts as a result (most notably the Garou of Mefesk) but the well-intentioned idealism of the Core Worlds Pact was incredibly effective at bringing the planets of Known Space together. Joining the Core Worlds Pact including many benefits, not the least of which was access to Arcanium Technology, specifically technology focused on medicine and communication. Arc-Tech was introduced to hundreds of civilizations over the centuries of the Great Expansion without any requirement of repayment.

Technology wasn't the only export of the Pact. Perhaps more impactful, joining the Pact created a shared culture. Membership in the Pact meant you must accept other cultures and could not resolve your conflicts with violence. The early stages of the Great Expansion were heady, optimistic, and, in hindsight, terribly naïve.

The Haruspex Rebellion

The first crisis of the Core Worlds Pact was the Haruspex Rebellion. In the centuries after the Breaking, psionics began to manifest in ever-increasing numbers through most discovered planets.

Psionics, a rare but powerful ability to alter reality, not with magic but, with only a person's thoughts is both powerful and difficult to identify. As individuals began manifesting these abilities it stoke fears in a population already rattled by centuries of isolation and confusion.

The resulting persecution of Psions led to an organized rebellion on the planet of Parcelius. Psions banded together to demand justice and equal standing with the mages of the Collegium. The Psions of Parcelius were put down through coordinated magics from Collegium mages from all three Core Worlds, driving Psions back into the shadows; hunted and misunderstood by the greater galaxy.

This was the first significant failing of the Core Worlds Pact, as their message of inclusivity was shown to have limitations.

The Intrepid

The next set back for the Pact again came from Krynn Space. Beyond the vibrant and densely populated Astromundi Cluster is the planet of Falx. First discovered in 910, the planet marks the edge of the Illithid Empire. The Pact explorers of that time did not realize they were intruding into the dominion of one of the oldest races in the Void and continued to press forward into a sovereign territory. Dozens of ships were lost, never returning from beyond the Cluster, until the *Intrepid* returned in 941. The ship was set on a course returning to Krynn and intercepted near the planet of Garrash. Unresponsive to hails, the *Intrepid* was boarded and what was discovered became the stuff of whispers and nightmares for centuries. The entire crew of the Intrepid was alive but only their bodies. Their brains were so damaged, even the most powerful clerics could not restore them. Most of the crew looked out in a thoughtless stupor, but the captain of the *Intrepid*, Marlen Gerring, would only repeat the phrase, "The Illithid Empire warns you, go no further.....go no further."

Familiar with problematic first contacts, this prompted leadership in Krynn Space to send an ambassador delegation to the Illithid Empire. Tentative negotiations over the next year resulted in the Illithid Empire

joining the Core Worlds Pact as the first naturally psionic species incorporated into the organization. Their abilities served the Pact almost immediately when the Illithid exposed the theretofore hidden machinations of the Proteans.
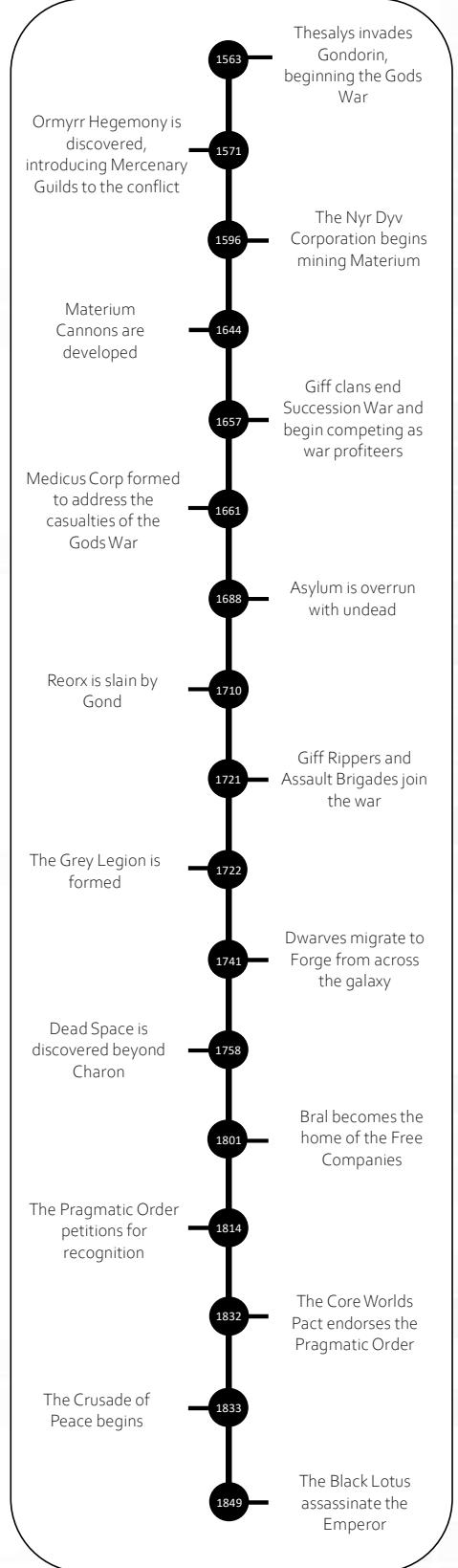
The Protean Usurpation

In their first council meeting the Illithid ambassador notified the Triad Council of a growing infestation of Changelings. The entire Torilian delegation had been replaced with the shapeshifters and several members of the Krynn and Oerthian delegations had also been replaced. The Pact had become increasingly draconian during the past decade, culminating with the massacre of the Haruspex Rebellion, and the voting pattern of Toril confirmed the Changelings were to blame. Exposed, the Changelings fled, disappearing into the various populations of the Pact worlds. Infuriated, the Core Worlds hunted down the Changelings for the next forty years, developing a biological agent that could identify psionic species. When the home world of the Changelings was finally found, the Core Worlds Pact weaponized this virus into a psionic plague called the Psychiphage. The Psychiphage would target the Changeling species with a sweeping virus that would target their naturally psionic brains and consume the living tissue, leaving the host an unthinking husk.
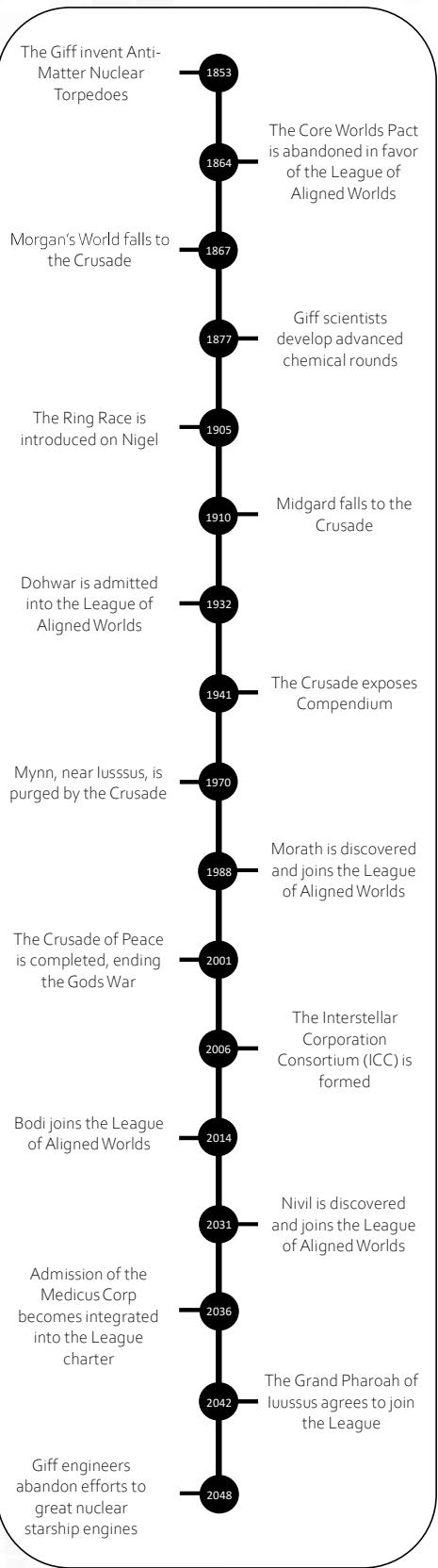
The Illithid railed against this weapon but the Core Worlds ignored their outcries and deployed the weapon, devastating the Changeling home world. The Psychiphage swept across all of Known Space and while it was intended to only target Changelings, it proved equally virulent within the native psionic populations of other Pact species. Psionics was nearly eradicated by the plague, with only a small percentage of manifesters surviving.

The Discovery of Materium

After the return of the *Intrepid,* and the subsequent discovery of the Illithid Empire, Theodain Eriason (formerly of The Eight on Oerth, and an accomplished Magus Emeritus of the Collegium) began researching the Illithid, both on the Unified Prime and the Outer Planes. He was so driven that his studies took him away for decades, only to return in 1022 with a startling announcement. His efforts to learn more about the Illithid were unproductive but his investigation took him to every plane of existence and Theodain discovered a common thread connecting each of them: pure magical energy, both fragile and indestructible. Theodain called these tendrils of magic *materia*. There was an immediate debate at the College regarding the differences between what mages from Toril call the Weave and Theodain's *materia*. The debate raged for a few years with Theodain ultimately winning the argument by proving his theories regarding *materia* were not connected to Mystra or any planar power. In fact, Theodain theorized *materia* worked independently of any god or goddess of magic, as *materia* powered their miracles much the same way it powered a mortal's spells. While this was considered radical, a series of experiments proved that manipulation of *materia* did not require any blessing of a greater power and, understanding the composition of *materia* allowed Theodain to trace it, resulting in his discover of a *materia* vortex near the core of Oerth. This raw *materia* was bonding with the molten core and creating a physical manifestation of magic, what Theodain labeled materium.

Materium radiated pure magical energy and Theodain hypothesized this

Year	Event
1563	Thesalys invades Gondorin, beginning the Gods War
1571	Ormyrr Hegemony is discovered, introducing Mercenary Guilds to the conflict
1596	The Nyr Dyv Corporation begins mining Materium
1644	Materium Cannons are developed
1657	Giff clans end Succession War and begin competing as war profiteers
1661	Medicus Corp formed to address the casualties of the Gods War
1688	Asylum is overrun with undead
1710	Reorx is slain by Gond
1721	Giff Rippers and Assault Brigades join the war
1722	The Grey Legion is formed
1741	Dwarves migrate to Forge from across the galaxy
1758	Dead Space is discovered beyond Charon
1801	Bral becomes the home of the Free Companies
1814	The Pragmatic Order petitions for recognition
1832	The Core Worlds Pact endorses the Pragmatic Order
1833	The Crusade of Peace begins
1849	The Black Lotus assassinate the Emperor

Timeline (left):

- 1853 — The Giff invent Anti-Matter Nuclear Torpedoes
- 1864 — The Core Worlds Pact is abandoned in favor of the League of Aligned Worlds
- 1867 — Morgan's World falls to the Crusade
- 1877 — Giff scientists develop advanced chemical rounds
- 1905 — The Ring Race is introduced on Nigel
- 1910 — Midgard falls to the Crusade
- 1932 — Dohwar is admitted into the League of Aligned Worlds
- 1941 — The Crusade exposes Compendium
- 1970 — Mynn, near Iusssus, is purged by the Crusade
- 1988 — Morath is discovered and joins the League of Aligned Worlds
- 2001 — The Crusade of Peace is completed, ending the Gods War
- 2006 — The Interstellar Corporation Consortium (ICC) is formed
- 2014 — Bodi joins the League of Aligned Worlds
- 2031 — Nivil is discovered and joins the League of Aligned Worlds
- 2036 — Admission of the Medicus Corp becomes integrated into the League charter
- 2042 — The Grand Pharoah of Iuussus agrees to join the League
- 2048 — Giff engineers abandon efforts to great nuclear starship engines

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radiation could be harnessed to empower spellcasting. He spent the next 12 years studying materium, drifting into a deep isolation as he became obsessed with unlocking its secrets. Theodain died, never linking the magical emanations to casting spells, but he did discover a terrible effect of prolonged materium exposure: insanity.

Theodain's discovery may have settled into obscurity but for a continuation of his research by a pair of brothers from Lantan. Halloran and Horan Bormul had followed Theodain's research and believed they could utilize the magical emanations to power Arcanium devices. Through painstaking research, the pair were able to manufacture insulation measures that would protect people from exposure to Materium and began testing the substance with a series of smaller Arcanium devices. Their trials were incredibly successful and sparked an era of technological advancement that had not been experienced in nearly 500 years. The pair developed several patents and eventually began the Lantan Corporation, an organization dedicated to research and development of personal Arc-Tech devices.

Materium as a fuel source became incredibly popular and starships were quickly modified to utilize this stable energy source. These advancements allowed for longer, and more consistent, travel and greatly expanded the number of ships in the galaxy (no longer constrained by the requirement of two spellcasters manning the ships).

These advances accelerated the rate of the Great Expansion and caused an explosion of new personal advancements for citizens of the Core Worlds Pact. But what was considered a boon for the Core Worlds was an unnerving shock for the isolated systems that had never experienced Arcanium Technology. The reactions of colonized and discovered worlds became more extreme as Core World ships continued the Great Expansion. The resulting extremism, and the growing resentment of Core World explorer crews set the stage for the most terrible conflict in the history of the Known Space.

The Gods War

Most historians attribute the Gods War to a cultural backlash resulting from the inclusivity associated with the Core Worlds Pact. The mixture of thousands of cultures and the economic changes wrought from the introduction of advanced technologies left billions feeling disenfranchised and frustrated. Filling this vacuum was a series of religious movements that called for a return to a simpler time when the galaxy seemed smaller and individuals more important. Mystics disregard the cultural unrest and, instead, lay blame for the Gods War on the deities themselves. The retreat of the *phlogiston* allowed each of the gods to interact with new planets, new cultures and the hubris of the gods resulted in their intercession. The truth of how the Gods War started is unknown but the results were devastating. Krynn, Oerth, and Toril attempted to maintain peace within the Pact worlds during the first century of the war but even they fell into conflict when, in 1596, Reorx attacked Gond for showing too much interest in the Tinker Gnomes of Krynn. Gond killed Reorx, sending shockwaves across all planes of existence — now the gods themselves were embroiled in the conflict and total war erupted across the galaxy and the Outer Planes.

The next century was spent in horrendous conflict. Entire species were extinguished, and former allies attempted to destroy each other in a religious fervor that erupted after centuries of suffering and unrest. Magic, psionics, and Arcanium weapons were used with abandon, targeting military and civilian targets alike.

The Pragmatic Order

The galaxy, and perhaps all planes of existence, may have been torn apart by the Gods War but for the intervention of an innocuous philosopher and professor of metaphysics, Sevren Baran. A quiet man of deep thought and profound vision, Baran transformed the Pragmatic Order of Thought into an organization that offered a universal solution the Gods War. Baran and his followers began negotiating with the leaders of the major faiths in the galaxy and proposed a summit that would invite all religions and beliefs and negotiate a solution. Because the Gods War raged on, it was understood this gathering must take place on a neutral ground – not only protected from the machinations of the various religious groups but also against influence of the Gods themselves. There could be only once place in existence that could offer such universal refuge, the city-state of Sigil. Located at the heart of the Plane of Concordant Opposition (or the Outlands, as it is known by most beings in the outer planes), Sigil was uniquely suited for such a meeting but jealously guarded by the Queen of that city, the Lady of Pain. So great was Baran's passion for peace (or ambition as some distractors would suggest) that even the Lady of Pain agreed to host the gathering. Baran, legendarily persuasive, beseeched the leaders of their respective faiths to invite their patrons to the meeting, so a binding agreement could be struck. It is still unknown how, or why, so many of the gods agreed to these terms – but agree they did. Against all tradition and self-interest (except perhaps self-preservation) the surviving religious organizations and their patron deities met in what would be known historically as the Diet of the Divine Covenant. This Covenant would ensure the continued veneration of each surviving deity. The mortals of the Unified Prime would worship them all, but none one more than the other.

War weary and endangered by the unification of the Lower Planes, the gods agreed to the terms of the Divine Covenant. There would be peace, at the expense of victory.

Baran's Divine Covenant was struck, but the worshippers of these gods did not accept this change easily. So Baran, a stern visionary, instructed his followers to bring forth the Crusade of Peace. Life, both divine and mortal, was too precious to lose to extremism and so it fell to the Pragmatic Order to enforce the Covenant upon those who would disrupt Baran's hard-won accord.
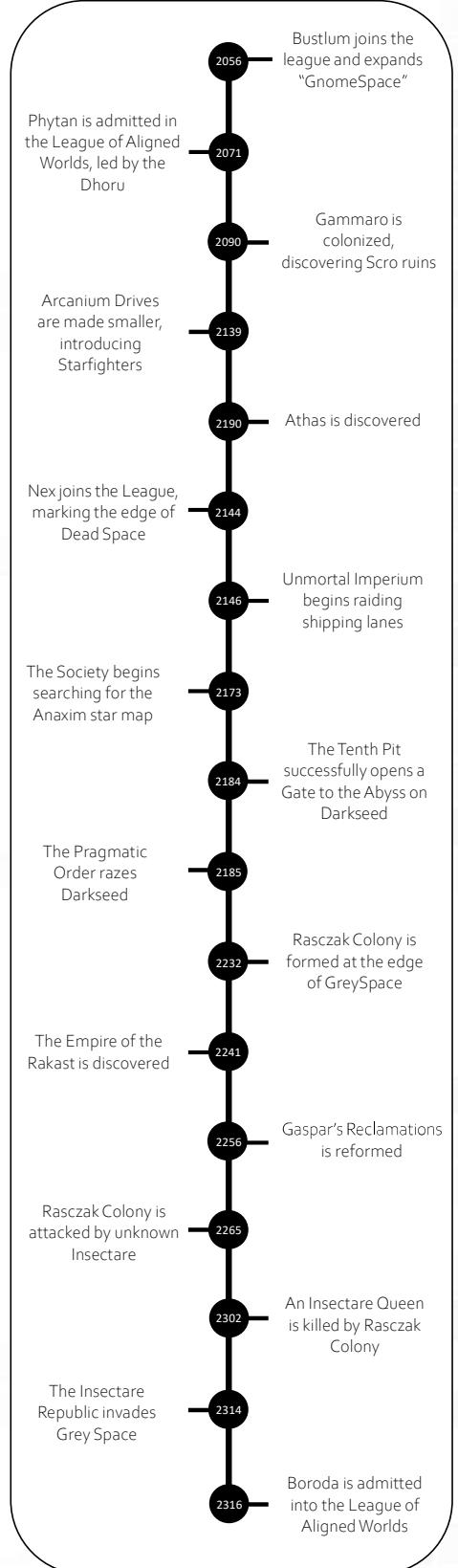
For the next 280 years the Crusade of Peace swept across Known Space. It is unfortunate the Gods War could not be ended swiftly but it was ended decisively, transforming the galaxy forever.
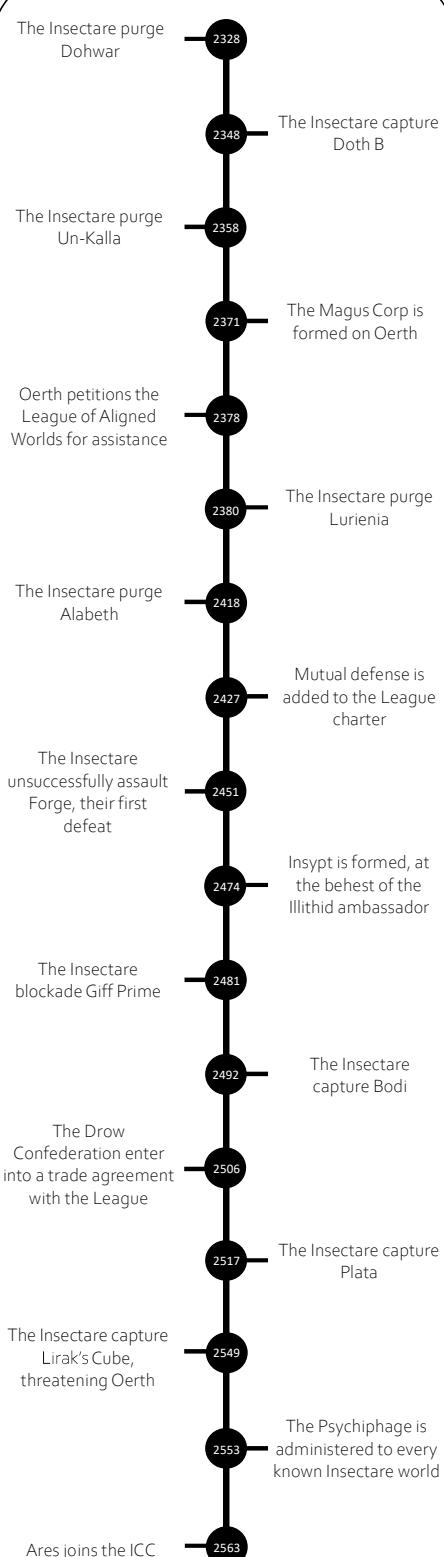
The League of Aligned Worlds

The Gods War proved to the be a fatal blow to the Core Worlds Pact. The Pact proved to be feckless in response to the conflict and the patron alliances of the past were difficult to revive at the end of nearly four centuries of civil war. The rise of the Pragmatic Order began to stabilize Known Space, but it was clear the power disparity of the Core Worlds Pact would not be permissible for the hundreds of civilizations that now populated Known Space. It was clear a new government needed to be created, one that represented all races equally.

In 1768, a congregation was held at the Leira Space Port on the Selŭne moon outside of Toril. While not entirely neutral, most worlds agreed to this location (and Toril assuming the expense of the meeting). What was originally scheduled to last a week extended into a negotiation that lasted for six years, culminating with the formation of the League of Aligned Worlds.

Accommodations were made for

Year	Event
2056	Bustlum joins the league and expands "GnomeSpace"
2071	Phytan is admitted in the League of Aligned Worlds, led by the Dhoru
2090	Gammaro is colonized, discovering Scro ruins
2139	Arcanium Drives are made smaller, introducing Starfighters
2190	Athas is discovered
2144	Nex joins the League, marking the edge of Dead Space
2146	Unmortal Imperium begins raiding shipping lanes
2173	The Society begins searching for the Anaxim star map
2184	The Tenth Pit successfully opens a Gate to the Abyss on Darkseed
2185	The Pragmatic Order razes Darkseed
2232	Rasczak Colony is formed at the edge of GreySpace
2241	The Empire of the Rakast is discovered
2256	Gaspar's Reclamations is reformed
2265	Rasczak Colony is attacked by unknown Insectare
2302	An Insectare Queen is killed by Rasczak Colony
2314	The Insectare Republic invades Grey Space
2316	Boroda is admitted into the League of Aligned Worlds

each and the varying civilizations. All member worlds would be given a voice while administration would be handled by the League Council. Many of the Pact's traditions and beliefs were incorporated into the League of Aligned Worlds resulting in many scholars viewing the League as the spiritual successor to the Pact, but what was not originally included in this charter would soon become quite evident with the Insectare War.

The Insectare War

Rasczak colony was formed during the golden age of the League. For over 250 years, there had been peace and prosperity throughout Known Space. Religious tensions had been quelled beyond all expectations with the Pragmatic Order, and internal conflicts had been smoothly navigated within the League of Aligned Worlds. It seemed the galaxy had grown weary of war and found purpose in the peaceful expansion but not every species that is discovered is well-intentioned and not every first contact goes as planned.

Colonized in the year 2265, the Rasczak colony was a traditional Oeridian colony of 3,000 trade specialists, scientists, and their families hoping to transform the empty world of Yrton VI into a new paradise. The planet was capable of supporting life and was sparsely populated with local flora and fauna – unique species ready to be studied and, for some, hopefully ,domesticated.

For the next three decades the colonists explored their new planet and began raising their families, as was typical of such colonies, when a terrifying attack occurred. Unknown alien species attacked Rasczak colony by tunneling up from ground, collapsing buildings and killing hundreds of colonists. The reports from Rasczak colony described enormous insectoid creatures spitting corrosive or toxic venom at the colonists and brain shattering

screeches from the creatures. Rasczak colony begged for aid and their calls were answered by the Oeridian Defense Force. Three regiments were deployed to Rasczak colony and with swift efficiency began killing off the 'bugs'. Despite their prowess, the ODF were nearly overwhelmed by the sheer number of Insectare thrown at them. However, through military discipline and superior technology, they were able to kill off the queen of the Insectare in 2316, not realizing this would instigate the terrible conflict to come. They claimed victory and returned to Oerth. In less than a decade the Insectare Republic invaded League space.

For the next 150 years the Insectare made dramatic headway into League space, powering their way toward Oerth. The Insectare deployed trillions of soldiers in their effort to punish Oerth for killing a queen. While the Insectare did not employ energy weapons or magic, they did manifest psionics and powerful natural weapons to great effect. The planets of Dohwar and Un-Kalla were purged by the Insectare, killing every living animal species on the planet – effectively extinguishing the dracons and the dohwar from the galaxy. In response, Oerth reluctantly militarized the Collegium into the Magus Corp and this seemed to blunt the Insectare's advance.

Oerth, Dohwar, and Un-Kalla ambassadors also petitioned the League of Aligned Worlds to amend their charter to include a mutual defense from external threats. This request was initially rebuffed by the League, wary of the implications of mutual defense agreements. However, after additional advances from the Insectare Republic, the League agreed.

The Magus Corp was helpful but still unable to redress the psionics employed by the Insectare and this prompted the Illithid Empire's to suggest the formation of Insypt; an organized branch of the government

that recognizes and trains Psions throughout League space. The Toriliean ambassadors and those from Krynn, both remembering the events of the Haruspex Rebellion and the Changeling Atrocity balked at institutionalizing psionics and instead recommended the redeployment of the Psychiphage. Aghast at the reappearance of the Psychiphage, the Illithid championed the formation of Insypt and suggested weaponizing psionics to stop the advance of the Insectare Republic. The introduction of Insypt, the Magus Corp, and with aid from the rest of the League stopped the Insectare from capturing and purging more worlds but only brought the battle lines to a standstill. For next seven decades there were thousands of battles across dozens of worlds with casualties numbering in the billions. Hundreds of Insectare were killed for every League soldier that fell but the number of Insectare seemed endless. Slowly but inexorably, the battle lines began to move. It was the fall of Lirak's Cube in 2549, with the Insectare only a single Gate away from Oerth, that resulted in the League overriding the Illithid Empire's concerns and the manufacture of the Psychiphage began.
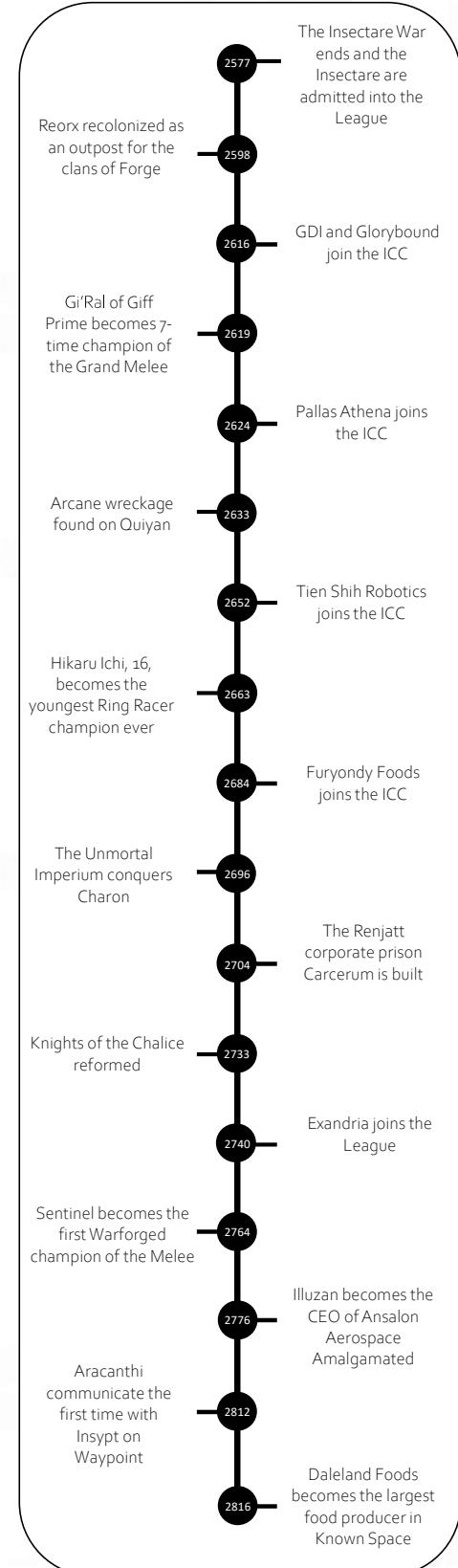
Despite the outcry from Illithid ambassadors, the Psychiphage was manufactured en masse in military laboratories on Krynn, Oerth, and Toril. Thousands of innocuous cannisters housing the danger psychic virus were made and quickly distributed to military vessels with the intention to deploy the virus to every known Insectare world. Gaining access to the deep systems would be extremely dangerous, most likely a suicide mission but it was readily adopted by the League Defense Forces as the death of one ship could save hundreds of others. The mission was executed in 2553 successfully, albeit with extreme casualties. The result of the Psychiphage wasn't immediately felt as the Insectare considered the offensive to be a failed assault into
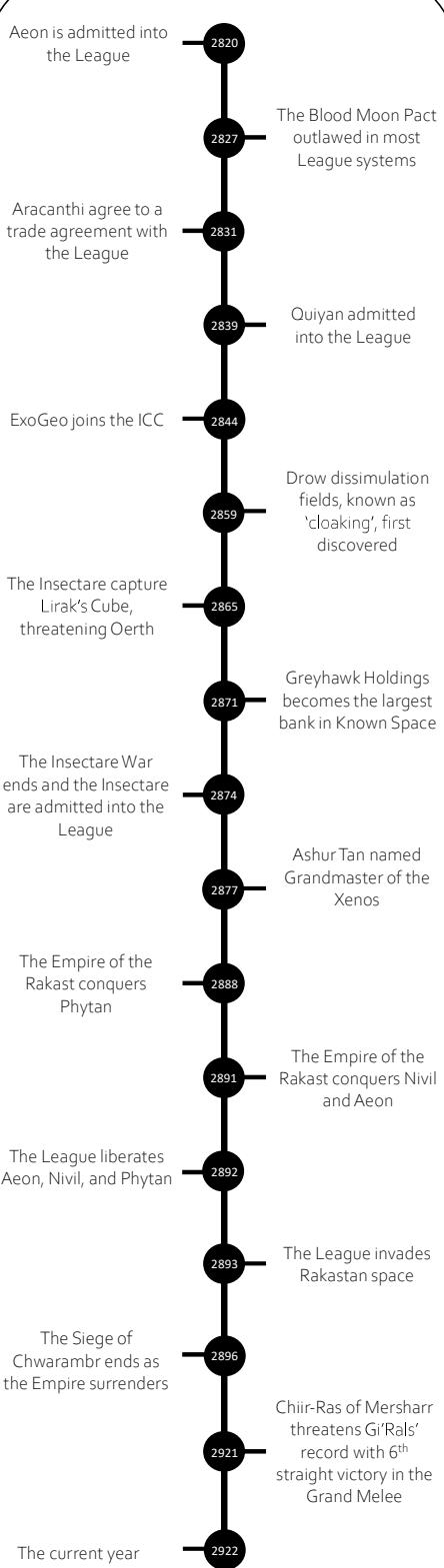
Republic space but that changed when the next ten generations of Insectare were born as anencephalic larva. In less than 30 years the Insectare sued for peace.

In a difficult negotiation, peace was won through the inclusion of the Insectare into the League of Aligned Worlds with a seat on the Council and a cure for the Psychiphage. The demands of the Insectare were met and their space was considered sovereign territory by the rest of the League. There was an amendment to the League charter for the Insectare which did not require them to become involved in additional conflicts, but they did agree to no longer make war against any League members. These concessions weren't popular with many of the League members but ending the conflict was considered the priority. In the succeeding years, relations with the Insectare Republic improved as the Republic proved to be quick to anger but also quick to forgive, although other species within the League have longer memories and Insectare ships are still unwelcome in many spaceports.

The Rakastan Conflict

Peace within the League wasn't threatened again for over 150 years. The cost of the Insectare War was high, and most disagreements were settled without conflict. During this time, the Great Expansion continued with more planets and cultures being introduced to the League. One of these cultures was the Empire of the Rakast, a collection of worlds ruled by a felinoid warrior culture. The Rakasta towered over most species and consider themselves to be superior. When first contact was made, the Rakasta were dismissive of League overtures for inclusion. Instead of joining the League, the haughty Rakasta were acknowledged, and their space considered sovereign, but the League's position changed when the Empire invaded Phytan.

Year	Event
2577	The Insectare War ends and the Insectare are admitted into the League
2598	Reorx recolonized as an outpost for the clans of Forge
2616	GDI and Glorybound join the ICC
2619	Gi'Ral of Giff Prime becomes 7-time champion of the Grand Melee
2624	Pallas Athena joins the ICC
2633	Arcane wreckage found on Quiyan
2652	Tien Shih Robotics joins the ICC
2663	Hikaru Ichi, 16, becomes the youngest Ring Racer champion ever
2684	Furyondy Foods joins the ICC
2696	The Unmortal Imperium conquers Charon
2704	The Renjatt corporate prison Carcerum is built
2733	Knights of the Chalice reformed
2740	Exandria joins the League
2764	Sentinel becomes the first Warforged champion of the Melee
2776	Illuzan becomes the CEO of Ansalon Aerospace Amalgamated
2812	Aracanthi communicate the first time with Insypt on Waypoint
2816	Daleland Foods becomes the largest food producer in Known Space

Timeline

- **2820** — Aeon is admitted into the League
- **2827** — The Blood Moon Pact outlawed in most League systems
- **2831** — Aracanthi agree to a trade agreement with the League
- **2839** — Quiyan admitted into the League
- **2844** — ExoGeo joins the ICC
- **2859** — Drow dissimulation fields, known as 'cloaking', first discovered
- **2865** — The Insectare capture Lirak's Cube, threatening Oerth
- **2871** — Greyhawk Holdings becomes the largest bank in Known Space
- **2874** — The Insectare War ends and the Insectare are admitted into the League
- **2877** — Ashur Tan named Grandmaster of the Xenos
- **2888** — The Empire of the Rakast conquers Phytan
- **2891** — The Empire of the Rakast conquers Nivil and Aeon
- **2892** — The League liberates Aeon, Nivil, and Phytan
- **2893** — The League invades Rakastan space
- **2896** — The Siege of Chwarambr ends as the Empire surrenders
- **2921** — Chiir-Ras of Mersharr threatens Gi'Rals' record with 6th straight victory in the Grand Melee
- **2922** — The current year

The Rakasta were emboldened, by what they considered soft League ambassadors, and invaded several nearby systems in an effort to expand their Empire. They successfully captured the nearby planets of Phytan, Nivil, and Aeon, but the Empire's warriors enjoyed Phytan most. The Rakasta consider themselves to be preeminent hunters and the arboreal planet of Phytan offered them a perfect hunting ground as they targeted the nimble, but physically inferior, Hadozee. For the next four years the Rakasta hunted Hadozee, thinning their numbers considerably as ambassadors from the three conquered worlds petitioned the League for aid. The League didn't fail to respond and sent the Unified Fleet to quell the invasion from the Empire of the Rakast.

Despite the considerable physical advantages, the Rakasta had over other League species the combination of Insypt, the Magus Corp, and the League Defense Forces were overwhelming. In less than three years, the Empire was driven from League space. Unrelenting, the Unified Fleet pushed into Empire space and conquered each planet in succession until they maintained a blockade around the Rakasta home planet of Chwarambr. Facing annihilation, the Empire surrendered, accepting a coerced admission into the League and agreed to pay reparations to the worlds of Aeon, Nivil, and Phytan.

The League Today

The show of force during the Rakastan Conflict demonstrated the military power of the League Defense Forces and coupled with a prosperous economy, has ushered in another era of stability and expansion. While there remains a criminal element and life at the periphery of Known Space remains dangerous, for most citizens of the League their lives are safe, their ambitions are personal, and a hard-won peace has finally arrived.

Life in the League of Aligned Worlds

Although miniscule compared to the Void, the scope of Known Space is vast with hundreds of planets and cultures and though there are several interstellar organizations, it is most likely your adventures would begin within the League of Aligned Worlds. Here are a few details about life inside the League.

Languages

Most people within the League know Common, the primary language used throughout Known Space. As a language, Common is quite plain— meant to communicate information in a universal context but suffers when nuance is needed, therefore species and cultural languages still flourish throughout League space, with more than 2,000 different languages and dialects used on hundreds of League planets. This diversity could be crippling for commerce and communication, but ambassadorial constructs and universal translators allow the beauty of these individual cultures to remain in a diverse galaxy.

Calendar

The Common Calendar of the League was formed by the Pragmatic Order to move away from the veneration of individual gods. The year is segmented into 12 months, with each month made of three tenday periods, and each day being segmented into 24 hour-long periods. The months correspond to 12 Planes from the Great Wheel (meaning the 16 Planes of existence that are home to the gods, with the remaining four Planes honored as the "seasons"; Arcadia for spring, Limbo for Summer, Abyssal for Fall, and Gehenna for Winter).

The Common Calendar tracks the years since the

The Common Calendar months

Month	Name
1	Chronias
2	Dothian
3	Amoria
4	Brux
5	Mithardir
6	Muspel
7	Agathion
8	Cathrys
9	Oinos
10	Minauros
11	Nessus
12	Regulas

Breaking and each date consists of the year, the month, the tenday period, the day within that period, and finally the hour (as a decimal). For example, if it was 2:00 in the afternoon on day four of the second tenday in the month of Cathrys in the year 2922, the date would read:

2922.824.14
(2922 = the year, 8 = the month, 2 = the second tenday, 4 = the day within the tenday, 14 = the fourteenth hour of the day)

Currency

The universal currency found within the League of Aligned Worlds is the League Credit, or simply the Credit. Each of these credits functions as a virtual representation of roughly one-tenth of a gold coin (as gold, one of the few conductors of materium is still considered quite valuable), although trading in gold is exceedingly rare – unless you are on worlds found beyond the Periphery. This does not mean that individual worlds don't manage their own currency, as most non-colonized worlds have a preexisting economic structure. However, money exchangers are readily found in most spaceports and financial institutions, as the League Credit is considered the reserve currency of the galaxy and always accepted.

Credits are rarely physically carried and, instead, tracked in individual monetary accounts. Most retail and commercial centers have biometric scanners to identify the individual and their respective accounts. Not all stores have these capabilities and bearer credsticks are not uncommon in less sophisticated locations.

The Gates

Hundreds of worlds, dozens of species, and thousands of languages mean that no two star systems will look alike, however every star system inside the League has one thing in common, the Arcanium Gates. Artifacts left behind by the Arcane, the Gates are considered a universal technology; usable by any species. They belong to no individual or government and are considered sacrosanct by all political institutions and individuals. No one has ever successfully destroyed a Gate but doing so would be catastrophic and relegate a system to the Long Dark of ages past. Any attempt at destroying a Gate is considered a capital offense, with universal enforcement in every system.

Magic in Spelljammer

Magic is ubiquitous throughout Known Space but often in the form of materium and Arc-Tech devices. This is

not because mages aren't held in high regard but simply because technology has replaced the need for the complexities of spellcasting for most people within the League. Arcanium medical devices and hospitals have replaced the need for healing magic, materium torches, databooks, and commlinks have become common and the miracles of magic are readily available for all. Despite the effectiveness of technology, there are reality-shaping capabilities only found with the wizards of the Collegium. Founded centuries before the Core Worlds Pact, the Collegium is the oldest institution in Known Space. Headquartered on Oerth, there are dozens of satellite campuses across most civilized systems and is considered the singular authority for all things magical throughout League Space. This authority isn't merely implied but the legal domain of the Collegium, as it was originally awarded by the Core Worlds Pact and continued by the League of Aligned Worlds.

The Collegium exercises this authority by policing magic use throughout the League, both civil violations and criminal violations, through partnerships with local authorities. The Collegium is also heavily involved in any legislation involving magic or those that wield magic.

The Collegium is also responsible for the public persecution channelers experience when wielding free magic. Most fraternities within the Collegium view channelers as a threat to their monopoly on arcane magic and have acted accordingly.

Religion in Spelljammer

Religion in the League of Aligned Worlds is both simple and complex. The only acceptable form of worship inside the League is within the Pragmatic Order, a religious order that includes all deities but celebrates no one more than another. For many of the planets that have been members of the League since the Gods War this restriction is almost welcome as a bulwark against the holy wars of the past. For more recent additions to the League the requirement to worship only utilizing the Sigilltine Rites of the Pragmatic Order are rarely welcome. Heresy, although ruthlessly suppressed, still exists within the League as underground cults worshipping individual gods defy the Pragmatic Order and long for the spiritual sovereignty of centuries past.

The most successful of these cults is undoubtedly the Tenth Pit, an organization of demonologists and devil-worshippers who openly defy the Pragmatic Order and represent a force of chaos and depravity within League space. Rarely operating in the open, the Tenth Pit prefers to infiltrate the upper echelons of a society and influence political and economic conditions to the benefit of their members. Many communities have suspected the Tenth Pit has warped or twisted the nobility or political class of their worlds to the detriment of all. When those whispers reach the Knights Errant of the Covenant the modern witch hunters of the Pragmatic Order arrive in force and bring all potential heretics to trial. Such events are quite rare across Known Space as almost all citizenry understand the virtue of Baran's Wisdom and worship in vast numbers at Order temples. Intercessors of the Divine Order officiate weddings, oversee funerals, and counsel citizens and nobility alike on how to balance their personal ambitions with their place in the Unified Prime and beyond.

Eras of Play

While you can create a campaign in any Spelljammer time frame most campaigns will fall into one of eras. The Classic Era represents a time before the shells cracked, when the *phlogiston* separated the multiverse. This is the original campaign setting as introduced by Jeff Grubb. There are fewer species, wooden ships, and high fantasy. The Spell Drive Era covers the early years after the Breaking, when the Void was largely an unknown frontier, until the end of the Gods War. During the Spell Engine Era the Core Worlds Pact was the most powerful political entity in Known Space, psionics was rare, and the optimism of the Pact clashed with a chaotic and brutal galaxy.   The Arcanium Engine Era began at the end of the Gods War and the formation of the League of Aligned Worlds.   The consolidation of faith under the Pragmatic Order ushered in a time of growth and expansion until conflicts with the Insectare Republic and the Rakasta ended the peace.

The Classic Era

A campaign set during this era encapsulates Spelljammer before the Breaking. The Arcane are alive and well, ships are powered through the Void via Spelljammer helms – normally requiring a spellcaster to pilot the ship. The *phlogiston* is the mode of transport between the crystal shells and the fantastical destinations found within them. The setting is one of high fantasy with limited gunpowder weapons, most notably the Star Wheel. The Classic Era stretches out in the distant past, so if you want to tell the story of the First Unhuman War, the rise of the Elven Imperial Navy, civil wars within the Beholder clans of H'Catha, or enjoy the exploits of Herospace then the Classic Era is perfect for your campaign. Spelljamming ships are usually not enclosed, instead creating a livable environment through the magic of the helm. Swords, spells tinker gnomes, and zany

The Spell Drive Era

A campaign set during this era tend to focus on either the exploration and first contacts of the early years of the Great Expansion or the galaxy-spanning conflict of the Gods War. During the Spell Drive Era every species and planet eventually found themselves at war with each other. Giff fought against elves who fought against beholders and so on. The transition from the Classic Era into Arcanium Technology extended across the Spell Drive Era, in fact the Spell Drive Era is the only one of the three eras where you could attack someone with a catapult or an Anti-Matter Nuclear Torpedo in the same space battle. The Gods War is a popular choice for the Spell Engine Era but so too is the Crusade of Peace. If you are interested in telling the story of absolute faith in midst of horrifying conflict, then telling the story of the Pragmatic Order could be the perfect choice.

Galactic war isn't the only setting found in the Spell Engine Era. Explorer Corps uncovered Deadspace past the planet of Charon and explored thousands of planets in search of Arcane ruins and relics. Ambassador ships from the Core Worlds Pact introduced hundreds of worlds to Arc-Tech and the interstellar community of the Pact. So, if you are interested in exploration and wonder, with conflict resolved through wit and diplomacy then focusing on the Great Expansion would be a perfect fit for your game.

The Spell Drive Era is an era of growth and growing pains for the Core Worlds Pact, providing for the opportunity to enjoy an endless number of adventures.

The Arcanium Engine Era

A campaign in this era can explore several significant events after the Gods War. You can enjoy a campaign of exploration and discovery during the Great Expansion in the centuries immediately after the Gods War or you could build a story around daring League Defense troopers battling the Insectare or you could move beyond the existing timeline and tell your own stories. There are thousands of planets still yet to be uncovered in the galaxy and the Explorer Corps of the League continue to boldly explore the periphery. Within the confines of League space, the Free Companies of Bral are always looking for another contract in the petty wars between Ormyrr clans or to bolster garrisons at the edges of Known Space. While the League has enjoyed peace for more than a century, ancient enmities remain between several species in the League Assembly, so if you are interested in a political drama then you could explore the exploits of Harper agents attempting to maintain the status quo. The League's strength may be more fragile than most citizens believe, and no one knows what challenges can be found beyond the Void.

locals are common during the Classic Era but there is an elegance to be found in this time as well. Wooden ships braving the Void crewed by daring corsairs ready to explore the unknown make the Classic Era a campaign setting filled with wonder and endless adventure.

The Classic Era is also the campaign setting with the most supporting material from the original campaign setting. This book provides rules for a 5th Edition campaign while allowing for the supporting material of past editions to provide a rich backdrop for your campaign.

In the Skills and Equipment chapters there are excerpts that allow for character conversions for campaigns set in this timeline or for those stories that include time travel and DMs interested in dropping their modern spacers into the strange and wonderful universe of classic Spelljammer.

Introduction

This chapter contains over 30 species for the Spelljammer campaign setting. In addition to the species listed in the Player's Handbook, this chapter includes several common Spelljammer species.

Throughout this chapter, and the *Spelljammer Campaign Setting*, the term species is used to describe any sentient, civilized creature. The term 'race' was abandoned centuries ago as scientific advancements and common understanding resulted in that term becoming obsolete. However, the term species and race are effectively interchangeable, if you are utilizing other sourcebooks for Dungeons & Dragons 5th Edition.

Only a few of the thousands of species found throughout Known Space are described here, therefore Dungeon Masters are encouraged to create their own species or adapt 'monsters' into new a varied species. Indeed, the Grell are considered an evolved and intelligent species within the League of Aligned Worlds, but they don't represent a very 'playable' character species.

Choosing a Species

As with most campaign settings, humans are the most common people within the League of Aligned Worlds, but they survive and thrive alongside dwarves, elves, gnomes, Giff, beholders, chattur, and hundreds of other species. Your character belongs to one of these species.

As mentioned before, not every intelligent species is appropriate for a player-controlled adventurer. The species in this chapter are both the most common and the most balanced species available for play.

Your choice of species affects many aspects of your character. This choice will establish qualities and challenges that will persist throughout your adventuring career. When making this decision, keep in mind the find of character you want to play. For example, a Dhoru rogue could experience some difficulty, the same with chattur barbarian.

Your character's species not only affects their ability scores and their traits but also provides context for constructing your characters backstory. Each species description includes information to help you roleplay a character of that species, including personality, culture, physical appearance, and racial alignment tendencies. These details are suggestion to help you think about your character; although individuals can deviate widely from cultural tendencies of their chosen species. If so, it is worthwhile to consider why you are different, as a helpful way to think about your character's background and personality.

Species Traits

The description for each species includes racial traits that are common to members of that species. The following entries appear among the traits of most species.

Ability Score Increase
Each species increase one or more of a character's ability scores.

Age
The age entry notes the age when a member of the species is considered an adult, as well as their expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could explain some of your ability scores.

Alignment
Most species have cultural tendencies toward certain alignments, described in this entry. These are not binding for player characters but considering why your character defies their societal norms can help you better define the character.

Size
Characters of most species are Medium size category that includes creatures that are roughly 4 to 8 feet tall. Members of a few species are Small (between 2 and 4 feet tall) or Large (between 8 and 16 feet tall) which means that certain rules of the game affect them differently.

Speed
Your speed determines how far you can move when traveling and fighting.

Languages
By virtue of your cultural upbringing, your character can speak, read, and write certain languages. Chapter 4: Personality and Background of the Player's Handbook lists the most common languages found.

Subspecies
Some species have subspecies. Members of a subspecies have the traits of their parent species in addition to the traits of their subspecies. Relationships between subspecies vary significantly from species to species and world to world.

Chattur

Chattur are small mammals with dexterous front paws and slender frames. A band of black fur surrounds their eyes, much like the mask of a raccoon. They tend to avoid larger gatherings and finding more than 100 in any one location is quite rare. Chattur have been a common sight amongst space-faring vessels for millennia. Once considered a creature of good omen, they are welcomed aboard starships across the galaxy. The chattur have adapted over the last three millennia from a species that struggled with intellectual concepts to a brilliant and capable species able to quickly disassemble and understand advanced technologies.

Not Just Good Luck

Chattur have spent centuries living aboard spacecraft or finding homes in the planets and bases of other races. It is believed this existence was thrust upon them after the destruction of their home world, however the truth of these rumors remains unknown. Once considered a delightful, if simple-minded, addition to any crew, chattur have changed dramatically in the last few centuries. Generations of chattur have gone from mimicking language to understanding the complexities of technology with an intuition and natural creativity that rivals those of dwarves and threatens the preeminence of gnomes throughout the galaxy. Chattur are still considered valued ship hands but now more for their expertise than any superstitions of days long past.

Don't Call Me Cute

Chattur are small mammals that exhibit traits of both primates and varied Rodentia. They are quick and have very dexterous front paws that are equipped with claw-tipped fingers and opposable thumbs. Chattur have their own language, which sounds much like the chirping of excited chipmunks. They overcompensate for their smaller frames with boisterous personalities.

Male Chattur Names: Chance, Crash, Harrow, Hazard, Nimble, Peril, and Ravage.

Female Chattur Names: Briss, Dis, Min, Pitch, Preen, Twitter, and Vix.

Chattur Traits

Your chattur character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Chattur reach maturity by the age of 10 and are considered venerable after 50 years.

Alignment. Chattur tend toward a daring good-natured spirit and are often Chaotic Good, but they can have any alignment.

Size. Your size is Small.

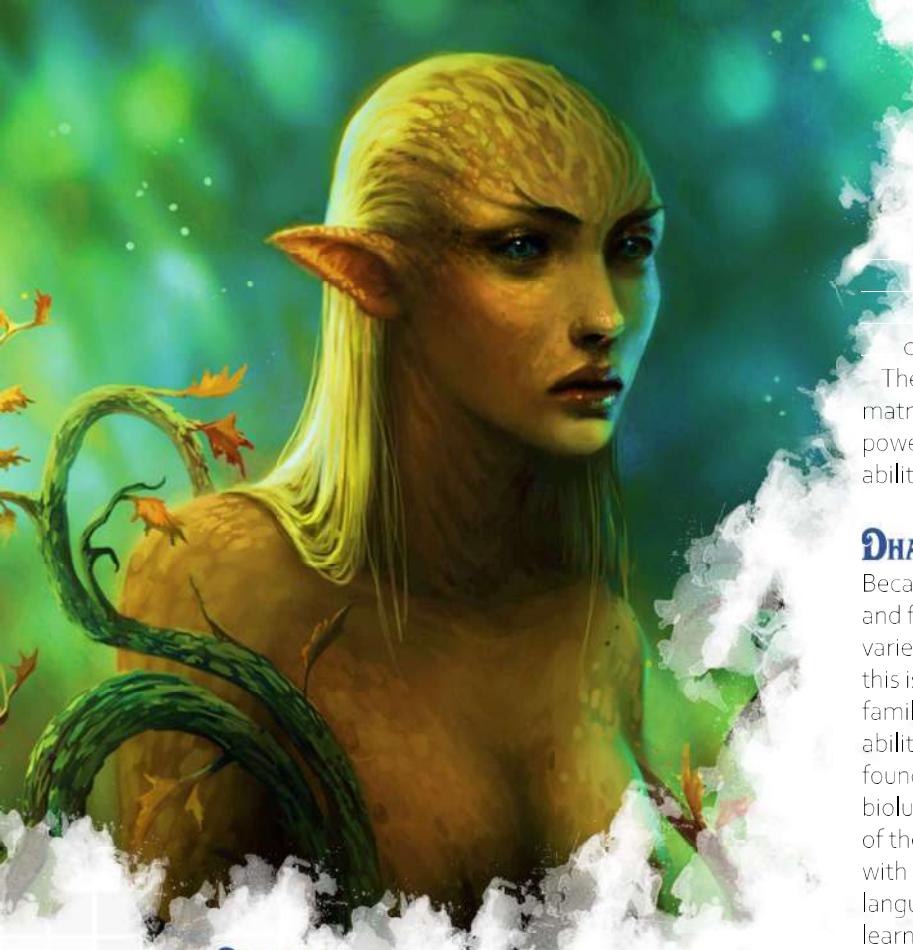**Speed**. Your walking speed is 25 feet.

Chattur Agility. Chattur are scrappy and nimble even when the odds are stacked against them. You can stand from prone as only 5 feet of movement, gain Advantage on Acrobatics rolls made for jump checks, and can move through the space of any creature larger than you.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Scrappy. You gain proficiency in one of the following skills of your choice: Acrobatics, Stealth, or Survival.

Fast Learner. You gain proficiency in one of the following skills of your choice (if you gain proficiency in one of these skills through your Background or Class selection, you instead gain Expertise): Arcanium Technology or a Tool Proficiency of your choice.

Languages. You can speak, read, and write Chattur and Common.

Dhajiti

The dhajiti are a nonbinary, female appearing, species known for their intuition and beauty. Each dhajiti is born with a unique pattern of bioluminescent markings akin to freckles, that flare and pulse as a dhajiti speaks. They are also known for their colorful skin, as the swirling gas giant Lhion near the moon they call home has influenced pigmentation dramatically, resulting in bright yellow, green, and purple hues the most common. As a species they are inexorably linked with their home world, the living moon Thorisea. This verdant moon has been the home of the dhajiti for time unending and is the only known place in the galaxy where the dhajiti can procreate. Each dhajit is born with the *hajhitka*, the seed of life, but cannot bear children without communing with the great asajhii trees of Thorisea in a process known as the *seriin*. This joining allows genetic material to be shared between the dhajiti through a process that is still completely understood. But it is known that the asajhii trees are required and a dhajti cannot otherwise bear children.

Three Cycles of Life

Each dhajit knows she will live three lives. The first century of her life will be one of discovery and abandon. During this time, the dhajit is will explore herself and the world around her. Before their uplifting, this century was only spent on Thorisea, but now the great galaxy is open to a dhajit.

The second century is spent in service to the species by finding her two mates, as all dhajit must mate twice, bearing, and then raising their children. It is during this time that the traditions of dhajiti culture are shared with the young.

The third century of her life is spent in leadership. The matrons of the dhajiti, known as *Shaiir*, are wise and powerful, with many exploring their natural psionic abilities.

Dhajiti Language

Because of the proximity to the gas giant Lhion, the flora and fauna on the moon of Thorisea have developed a wide variety of colors in their plumage and epidermal patterns, this is true for the dhajiti as well. Even within the same family, there can be dramatic changes in color and the ability to manifest bioluminescence through skin patterns found on the limbs and face of most dhajiti. This bioluminescence has been introduced into the language of the dhajiti over the centuries, accentuating dialogue with a nuance that cannot be matched with tone or body language alone. It is for this reason that other species that learn the dhajiti language will inevitably suffer from a heavy 'accent', if only because of their inability to mirror the light patterns of the native dhajiti.

Dhajiti names: Aniajha, Arienya, Dejha, Nix'era, Sarkoja, and She'aja.

Dhajiti Traits

Your dhajiti character has the following traits.

Ability Score Increase. Your Charisma score increases by 2 and your Wisdom score increases by 1.

Age. Dhajiti age slower than most species, reaching a mature by age 20 but living more than 300 years.

Alignment. Dhajiti are usually a giving and inclusive species, leaning toward Good alignments.

Size. Your size is Medium. Dhajiti stand around 5 and a half feet tall and usually weigh about 110-130 lbs.

Speed. Your walking speed is 30 feet.

Empathy. . You experience a natural empathy to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for you to understand their surface emotions such as thirst, hunger, fear, fatigue, pain, hatred, curiosity, and so on.

Natural Talent. You gain proficiency in a skill of your choice.

Languages. You can speak, read, and write Common, Elven, and Dhajiti.

Dragonborn

Dragonborn are not a common sight throughout the galaxy. Once considered a species only found on Krynn (then considered Draconians) they were quickly found on several planets (most notably when Toril was invaded from Abeir) and the galaxy quickly realized a new species had been introduced. Perhaps due to their draconic bloodlines, the Dragonborn have changed very little over the centuries. However, they are known as powerful opponents and valuable crew members. Their integration into new star systems is no longer met with suspicion or fear.

Dwarves

Dwarves have been travelling through space for millennia. Most planets have dwarven strongholds nestled in mountain ranges or ancient halls found deep underground. A hard working and deeply religious people, dwarves were successful in nearly every planet they populated. In space, dwarves excelled, harnessing their crafting abilities to power massive citadels across the stars. After The Breaking, dwarves, like all species, were thrown into disarray but eventually settling into a complex alliance of dwarven kingdoms who recognized their respective sovereignty while acknowledging the necessity of a mutual defense pact in a growing galaxy.

This defensive alliance was put to the test during the Godswar. A conflict that resulted in the deaths of millions of dwarves. The casualties were terrible but worse yet was the resulting withdrawl of the Dwarven gods. Abandoned and bloodied, many thought the dwarven race was doomed but contingencies in their interstellar alliances, and sheer stubbornness, allowed the dwarves to unite under a single banner and a great migration of clans, kings, and craftsman to a final, desperate, defensive position, the planet Forge.

The Forgeborn

The planet of Forge was discovered during the Great Expansion. With immense natural resources from both a nearby asteroid field and star factory, the planet was perfect for the dwarves's industrious nature. Heartened by their luck, colonization began. Little did these early clans realize their efforts would result in the last, great bastion of dwarven might. Many of the dwarven clans migrated to Forge after the results of the Godswar and, over the centuries, their bloodlines were integrated into a vibrant community of dwarves that could grow strong in their martial prowess and their technological expertise. Technology from Forge is considered some of the most advanced in the galaxy and the dwarves, once near extinction, are powerful and plentiful once again.

Dwarven Subrace:

Forgeborn Dwarf Traits

Your forgeborn dwarf character has the following traits.

Ability Score Increase. Your Intelligence score increases by 1.

Alignment. Forgeborn Dwarves lean toward order and discipline. Most dwarves are Lawful Neutral but any alignment is possible.

Dwarven Toughness. Your maximum hit point increases by 1, and increases by 1 every time you gain a level.

Grim Determination. Abandoned by their gods, Forgeborn Dwarves have a legendary mental resilience. You have advantage on saving throws against mental influence.

Dwarven Engineering. You gain proficiency in the Arcanium Technology skill and a Tool Proficiency of your choice.

ELVES

No known race has held power across the stars with the same grace and power as the elves. In fact, only the elven imperial court records can accurately recount the breadth and scope of the Elven Empire that kept the galaxy safe and prosperous for millennia. The mighty fleets of the Elven Imperial Navy were instrumental in allowing the elves to influence the rise and collapse of civilizations as they deemed fit, with power unchecked until the Second Unhuman Wars. With the rise of the Scro, an inevitable reaction to the elves' unchecked dominion, the greatest days of the Elven Empire had reached its end. In the centuries that followed the power of the elves began to wane, with their Armadas and Man'O'Wars becoming less common as a stabilizing force in the galaxy. What accelerated this collapse was not The Breaking, nor the requirement for technological advancement. The elves met both these challenges with relative ease as they applied their immense intellectual and historical resources to the task. It was the Godswar that crippled the elves, perhaps beyond mending.

THE DEATH OF CORELLON

All races were impacted by the Godswar. A conflict that began between human settlements but quickly escalated into a galactic conflict affecting all peoples. The conflict within the Prime was not of much consequence to the elves, it was the invasion of Arborea (and by extension Arvandor) that changed everything. What the humans failed to realize was the Godswar's impact on their respective deities. Once the demon lords of the bottomless abyss realized the heavens were at war with each other their endless hordes invaded. Corellon understood his beloved Arvandor would be lost with intervention. Even flanked by all of the mighty Seldarine, the elven home could not be saved and so the Coronal of Arvandor made a choice. He sacrificed himself in the casting of a divine mythal, perhaps the most powerful spellcasting ever completed in the multiverse, and he surrounded Arvandor in a gentle, impenetrable mist that obscured it from the heavens, the hells, from everyone. The only pathway into Arvandor, opened by the Creator of Elves, is found in Garden, the home planet of the Elven Empire. Garden, the last remaining sanctuary of elven power and might in the known galaxy. Something else occurred at the casting of this mythal, something wonderful, if unintended. Some small element of Corellon's divinity was passed onto the elves of Garden, particularly the Imperial Court. They grew stronger in their

understanding of magic, their minds were untouched by time, and they seemed to radiate a vibrancy and comprehension noticeable even amongst elves. They became known as the chosen of Corellon, the *Sahadarein*, the Great Elves.

Elven Subrace:

GREAT ELF TRAITS

Your great elf character has the following traits.

Ability Score Increase. Your Intelligence and Charisma scores increase by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Corellon's Grace. You gain proficiency in one of the following skills: Insight, Intimidation, or Persuasion.

Fey Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *daylight* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

ELVES, DARK

The High Elves of Garden were not the only elven race changed by the Godswar. The dark elves, both feared and reviled, had huddled in the Underdark for millennia following their defeat during the early days of the galaxy's creation. Led by their cruelty and greed they happily succumbed to the whispers of the Spider Queen. The Queen of the Demonweb Pits was quick to install a matriarchy that lasted for thousands of years, across hundreds, if not thousands, of planets but the males of the dark elves did not welcome the servitude and pain inflicted by the priestesses of Lolth, and so they plotted, and waited. They waited during the war of the Time of Troubles, they waited during the Spellplague, learning the tactics of the Spider Queen and her followers. Their patience was finally rewarded during the Godswar when Lolth, afraid of the conflicts to come, cocooned herself in the Demonweb Pits, content to wait. The powers granted by the Spider Queen waned during this time and the male wizards of the various drow kingdoms struck. With precision sharpened over thousands of years of infighting and assassination and facilitated by powerful scrying spells that stretched across the galaxy, the male dark elves rose up against their former mistresses and cast down female ecclesiastic rule in a terrible night of blood and brutal liberation.

Not satisfied with this change of power, the dark elf mages conspired with Vhaeraun, the dark elf god of

no contingency
available to her. The Masked Lord
agreed and, bolstered by the combined
efforts of over one hundred Archmages from dozens
of systems, the delicate webbing of Lolth's cocoon was
undone. The Queen of Spiders was weakened by her
self-imposed torpor and Vhaeraun pounced. The army
of mortal mages kept her demonic hordes at bay as
mother and son battled for the fate of the Drow. The
conflict lasted for days but eventually the Masked Lord
defeated his mother with a blow that shook every
strand of the Demonweb Pits. The vibrations of the
killing summoned hundreds of would-be usurpers ready
to assume her divine mantle. Vhaeraun believed his
claim secure, bolstered by his mortal allies, but he soon
realized his mistake. The Archmages of the Prime
abandoned him to the encroaching hordes of demonic
claimants. The resulting struggle lasted but a few
terrible moments as the capricious evil of the Abyss
turned upon itself with no clear victor, but thousands of

defeated. Most notably Vhaeraun, weakened by his
titanic struggle with Lolth, who was slain in the first
moments of the terrible melee.

The death of Lolth changed the dark elves. With the
assassination of their goddess, female drow were left
devastated and near powerless, with their physical
strengths little match for the magic and long cultivated
rage of their male counterparts. The dominion of the race
quickly transitioned into a patriarchy interconnected
throughout the galaxy by the intricate magical links
formulated over their millennia-long plotting. Dark elves
remain a dangerous foe throughout the galaxy, and most
would be wise to avoid entangling in their machinations.
Now that they have successfully slain a god and
subjugated their former mistresses their ambitions
remain unknown, and certainly unchecked.

Giff

There is no race more ubiquitous to Starjamming than the Giff (with apologies to the Elven Empire). These lumbering giants have dominated space lanes for thousands of years. Perhaps because of this history, describing a Giff is fairly simple: they are thick-skinned, hulking humanoids with bone-ridged brows. They love conflict and glory, seek honor and fame, and loathe magic. Because of this disdain for the mystical, Giff embraced advancements in chemistry, most notably gunpowder. Giff love the cacophony of explosions and gunfire that so often accompany the battlefield and are known as happy warriors to this day.

The Endless War

The Giff were led by the royal line found on Giff Prime, a beautiful world filled with rich, deep oceans, verdant farmlands, and soaring mountains. The neighboring systems are considered allies, or at least one-time employers, and the expansion of the Giff Empire has stalled, not because of their military might or their strength of will, but worst of all, politics. Unable to expand at will, the Giff clans rebelled against their monarchy and plunged the planet into the Succession Wars. The conflict raged for decades and resulted in a series of nuclear strikes that scorched Giff Prime and poisoned the ecosystem. Eventually the Giff clans abandoned their civil war and focused their efforts on defeating each other economically, resulting in several interstellar corporations that exported Giff war technology to the rest of Known Space.

Giff Names

Giff trace their names to their clan histories and feel a sense of responsibility to honor their namesakes through deed and word. For Giff who have inherited a glorious legacy, the weight of this responsibility often drives them to heights of daring and ambition. For those Giff who suffer from a mundane family history, the desire to change the fate of their clan can be a source of ambition, but most Giff from these minor clans succumb to a grim fatalism, knowing their names will not be remembered.

Male Giff Names: Chimar, Diall, Faraj, Kamar, Tatenda.
Female Giff Names: Aberash, Hadiza, Masega, Tarajia, Zura.

Giff Traits

Your Giff character has the following traits.
   Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.
   Age. Giff mature at a similar rate to humans, coming of age at 16. Most retire from military service by age 60 and few giff live beyond the age of 90.
   Alignment. Giff have a reputation for discipline and honor, and thus many are Lawful Neutral.
   Size. Your size is Large. Giff stand around 9 feet tall and usually weigh about 500 lbs.
   Speed. Your walking speed is 35 feet..
   Thick Hide. Your thick, bark-like skin provides a natural Damage Reduction of 2.
   Headbutt. You have a strong natural melee attack in the form of a headbutt. As a bonus action, during a combat round you can make an attack roll. If you hit the blow deals 1d8 + your Strength modifier in bludgeoning damage.
   Non-Magical Nature. Giff avoid magic, be it arcane or divine, and have difficulty using magical devices (including materium dependent technology). Any time a magical item is used there is a 10% chance (a roll of a 1 or 2 on a twenty-sided die) of automatic failure. This does not damage the magic or technological item. Giff, however, do gain advantage when resisting magical affects.
   Natural Gunner. Giff are masters of firearms and gain proficiency in all firearms. Additionally, they can ignore the loading property of any firearm they employ.
   Languages. You can speak, read, and write Giff and Common.

GNOMES

Gnomes are fairly common and found in wide variety. There are rock gnomes, forest gnomes, the deep gnomes (known as Svirfneblin) but if you ask anyone who has seen a starship, a spaceport, or a data book and mention gnomes you could only mean the Craft Gnomes of Krynn. Once considered merely tinkerers, craft gnomes are considered the most accomplished and inspired engineers and futurists in the galaxy. Modern miracles are created daily on Krynn, with innovation changing the everyday lives of people throughout the League. Medicine, communications, energy, and transportation divisions all strive to out innovate their companions, to the benefit of all.

THE AWAKENING

Craft gnomes were changed with the death of Reorx during the Godswar. Unbeknownst to the galaxy, the tinker gnomes of Krynn were cursed with madness by him to quiet their genius, keeping them in balance with dwarves of Krynn, his favored children. When Gond interceded and removed this miasma, the nonsensical nature of the tinker gnomes was replaced with stunning brilliance, allowing the mortal races to unlock key understandings of the universe, particularly in the fields of mathematics, physics, chemistry, and particularly Arcanium Technology. In fact many believe this act by Gond, which enraged Reorx, may have begun the Godswar.

Gnome Subrace:

CRAFT GNOME TRAITS

Your craft gnome character has the following traits.

Technological Savants. You gain proficiency and expertise in the skill Arcanium Technology and in one Tool Proficiency of your choice.

GnomeSpeak. Craft gnomes are glorious multi-taskers, able to carry on multiple conversations at once, and always ready for new stimulus. This allows craft gnomes to take the *help* action as a bonus action during combat.

GnomeThought. Craft gnomes have brilliant minds that account for various possibilities. This allows the craft gnome to substitute their Intelligence modifier, instead of their Dexterity modifier, to Initiative checks. Additionally, craft gnomes gain advantage on all Intelligence saving throws and Intelligence checks.

Languages. You can speak, read, and write Gnomish and Common, and one other language of your choice.

Gromman

Gromman look very similar to gorillas with more pronounced upper body musculature. Their legs are short, and their feet are roughly soled with limited prehensility. Gromman all have short, rough fur all over their bodies, with the exception of the palms of their hands. Most gromman stand five feet tall and have arm spans up to nine feet.

They use a combination of vocal hoots and grunts with a gestural sign language to communicate known as 'Grommish'.

In combat they prefer to wrestle their opponents and use their pronounced strength to limit conflict by controlling the combatants. They are omnivorous but most enjoy a vegetarian diet, honoring life whenever they can.

Honoring the Ancestors

Gromman form close-knit communities of 10-12 ménages called a clan. With each ménage usually including no more than five or six extended family groups. Gromman make their homes in the forests of Gaya. They are expert climbers and live in intricate tree villages. Each clan includes a male war leader and a female 'director' who manages the daily needs of their community. Each clan is led by a Demigod, a gromman each clan believes is touched by Gaya and gifted with some of Her divine essence. These demigods can be male or female and speak for their respective clans during any Gatherings that take place.

Gromman Traits

Your gromman character has the following traits.

Ability Score Increase. Your Strength score increases by 2 and your Dexterity score increases by 1 (if male) or your Wisdom score increases by 2 and your Dexterity score increases by 1 (if female).

Age. Gromman mature at a faster rate than humans, coming of age at 12 and rarely live past the age of 60.

Alignment. Gromman are generally peaceful and kind, most are Lawful Good.

Size. Your size is Medium. Gromman are squat and bulkier than humans, standing 5 feet tall and usually weighing about 400 lbs.

Speed. Your walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

At Home in the Trees. You have advantage on Athletics checks related to climbing and your movement is unaffected while climbing.

Natural Grappler. Your have advantage when making grapple checks against opponents.

Powerful Build. You count as one size larger when determining your carrying capacity and he weight you can push, drag, or lift.

Languages. Gromman are known as polyglots of a sort. While they can only 'speak' Grommish, they often understand several languages. You can speak Grommish and understand Common plus four other languages of your choice.

Hadozee

Hadozee are tall, slender, tailless apelike humanoids. They are covered in brown hair, including a shaggy mane that surrounds their face. The Hadozee mouth is a protruding muzzle with several oversized canines. Hadozee also have a broad flap of skin that runs from their arms to their hips and this skin can be drawn tight by raising the arms, giving the Hadozee a limited gliding ability.

The Hadozee share their home world of Phytan with the Dhoru and both species have spent thousands of years in peace. Unlike the peaceful Dhoru, the Hadozee have traveled the space lanes for generations, working for several different species but rarely running ships themselves. Before the advent of the Spell Engine, Hadozee were once considered the best possible crew members, but the days of rigging, open decks, and wooden ships have passed and the demand for 'deck-apes' has long since ended, leaving the Hadozee as oddities on modern ships.

Favored Game

Recently the Hadozee were involved in an extended conflict with the rakhasta on the planet of Phytan, who deemed the Hadozee a prized animal to hunt, perhaps feeling challenged by the mobility of the Hadozee in their trees. The result was tens of thousands of deaths, pushing the Hadozee into a precarious situation that was only stopped because of intervention by the League of Aligned Worlds.

This atrocity has significantly diminished the number of Hadozee in the galaxy. Resulting in the species, once a common sight in any space port, a rarity. This decrease in their population has resulted in a general despair for the Hadozee species and deep hatred for the Rakasta, resulting in Hadozee targeting lone Rakasta and enacting vengeance for the massacre of their species.

Hadozee Names

Hadozee take great pride in the ships they serve aboard and will often incorporate the name of the ship into their own. For example, Marok, who serves aboard the Glorious, might name himself Marok Gloryborn. The "ship-name" often binds Hadozee together in the same way family or clans might for other species.

Male Hadozee Names: Barror, Fen, Garath, Harsh, Marok, Rolth, Saper.
Female Hadozee Names: Barrisi, Kalla, Kasha, Maera, Resha, Yasha, Zarra.

Hadozee Traits

Your hadozee character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Hadozee mature at 18 years of age and can live about 80 years.

Alignment. Hadozee are generally Good, with Lawful Hadozee often soldiers.

Size. Your size is Medium. Hadozee stand between 6 – 7' tall and tend to weigh about 200 lbs.

Speed. Your walking speed is 30 feet.

Gliding. You have a glide speed of 30 feet.

Prehensile Feet. You can hold objects in your feet as though they were hands. You must still use your empty feet to move along the ground.

Agile Climbers. You speed is not decreased while climbing.

Taunt. On a successful Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check, a targeted creature has disadvantage on attack rolls against targets other than you. This effect lasts for 1 minute or until another companion attacks the target. The creature must be able to hear you and must share a language with you.

Languages. You can speak, read, and write Hadozee and Common.

Half-Elves

Once a fairly common race amongst the stars, half-elves have become less common with the mass migration of the various elven populations to Garden. This is not to say that half-elves don't exist, but their existence is dependent upon interactions between humans and elves. After the results of the Godswar, elves withdrew quite dramatically from the larger galaxy. There are still clusters of elven civilizations, but the vast majority are found in the Toril system.

In an effort to keep their race vibrant and relevant in League politics, half-elves have claimed a former Elven Imperial stronghold as their own. When the Elven Empire abandoned Armistice enterprising half-elves founded a half-elf sanctuary, where all half-elves are welcome and concerted efforts were adopted to establish their species, not just as the result of a union between humans and elves, but an independent addition to the galaxy. The half-elven trading companies of Armistice are extremely prosperous and well-received, the most recognizable would be the Sindiath Corporation, known for terraforming, travel, and food services throughout the League

Half-Orcs

Half-orcs are fairly rare through League space. While orc communities do exist on several star systems, they are but pale reflections of the past. Many orc communities were targeted by the elves during the First and Second Unhuman Wars and, perhaps most terribly, by the Scro when their biological cousins deemed them unfit to live. Because of these mass exterminations orcs are quite rare in the core systems and are only found on the periphery of known space.

Biologically identical, it is conceivable there are half-Scro in the galaxy but the extreme racial xenophobia and brutality of the Scro make these unions unlikely. Despite the racial cleansing of the past millennia, orcs and half-orcs persist and because of these social stigmas they tend to be defensive and slow to trust. Prejudice against half-orcs has diminished in a galaxy of diverse species, resulting in half-orcs being considered oddities but no longer persecuted as they once were.

Unlike their half-elf cousins, half-orcs have not found general acceptance within the commercial or political arenas within the League of Aligned Worlds, but their physical prowess and adaptability has proven invaluable within the Free Companies of Bral and other mercenary organizations. While technology and culture have advanced over the millennia there remains the need for physical strength and toughness and for this reason, among others, half-orcs often thrive.

Halflings

Found in nearly every system but known by many other names (Lightfoot, Stout, Ghost, or even Kender from Krynn), halflings are quite common throughout League space. They have integrated almost completely into the larger culture of the League of Aligned Worlds and the human cultures of the core systems. That's not to mean that traditional halfling communities don't exist within Known Space but they are rare and often augmented with modern luxuries.

HUMANS

There is no race more common in the Known Systems than humans. The inquisitive and innovative nature of humans, coupled with their short lifespans and rapid reproduction rate, have resulted in humans becoming the most common species on nearly every planet in the galaxy, with some noticeable exceptions. But the wealthiest, most influential planets – namely Toril, Krynn, and Oerth, are dominated by humans, as are most League positions of authority and leadership.

While most humans, from most planets, look the same there are several worlds that have slightly different atmospheres that result in color differences in their skin pigmentation. It is not uncommon to see red, green, or blue skinned humans in spaceports throughout Known Space.

HURWAETI

Hurwaeti are an ancient humanoid race distantly related to both sahaugin and lizard men. Hurwaeti have thick, albeit very small, scales that shine dark green and look almost smooth and glossy. They have webbed fingers and toes and flat, expressionless faces with no discernable ears or noses. They breath out of enlarged glands on their necks and look out from pale, milky eyes that rarely betray their inner thoughts. Hurwaeti speak their own archaic tongue, which is shaped by a difficult, convoluted syntax, including hisses and clicks. Most other species struggle to communicate in Hurwaeti.

Hurwaeti prefer to eat fresh fish or preserved seafood, but they are omnivores capable of eating anything humans can, plus many things that humans would find unwholesome. Like their distant cousins, hurwaeti reproduce by laying eggs. With males and females sharing the responsibility of raising the young.

GREED IS GOOD

The hurwaeti once lived in the shadow of a more powerful species, the Laeterian, that ruled Thalassa but over the centuries the climate changed and flooded the lands burying the Laeterian culture and allowing the hurwaeti to inherit the spoils of Laeterian society. The hurwaeti learned that patience and opportunism were virtues that eclipsed those of industriousness or sacrifice. This lesson became a cultural mainstay of the hurwaeti who have become ubiquitous capitalists who constantly broker deals moving technology and information across the stars, gaining wealth in every exchange. This reputation makes negotiating with the Hurwaeti a dangerous venture, but one that most cannot avoid.

HURWAETI NAMES

Hurwaeti names often are carried down from one generation to the next, honoring the great families of their shared history.

Male Hurwaeti Names: Emehan, Illuman, Itoch, Olnellal, Tleten, Xaxik
Female Hurwaeti Names: Antuli, Guza, Hattel, Tatlea, Xiqa, Zetoa

HURWAETI TRAITS

Your hurwaeti character has the following traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Age. Hurwaeti mature at 30 years of age and can live about 400 years.

Alignment. Hurwaeti are generally focused on self-interest, rarely developing extreme alignment positions.

Size. Your size is Medium. Hurwaeti stand between 6 – 7' tall and tend to weigh about 200 lbs.

Speed. Your walking speed is 30 feet, and your swim speed is 40 feet.

Amphibious. You can breathe in both air and water.

Alternative Atmosphere. You breathe carbon dioxide and provide a natural reciprocal relationship with oxygen breathing species in a confined environment.

Ancient Enmity. Hurwaeti have fought beholders and neogi for thousands of years and have developed resistance to the magical attacks of these races, providing you Advantage on saving throws against magic.

Scales. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages. You can speak, read, and write Hurwaeti and Common.

Kalashtar

This beautiful and complex species originated on Eberron, a composite of humanity and the quori, renegade sprits from the Plane of Dreams. Kalashtar are considered wise, compassionate people who easily bridge the divide between other species and cultures. Every kalashtar has a connection to a spirit of light and while they appear human, their eyes, skin, and hair often glow when they are focused or expressing strong emotions.

During the Great Expansion, the Kalashtar left Eberron and colonized a nearby planet, which they named Adar – after their former monastic communities in Khorvaire. The people of Eberron were simply becoming too great and the insular Kalashtar sought a place of their own. This migration also foiled their long-time adversaries from Dal Quor, as they seem unable to sense the Kalashtar so far beyond the borders of Eberron. The Kalashtar still long to shift the balance of Dal Quor back into the light and gather their strength for the inevitable conflict.

The complex and varied cultures of Known Space treasure kalashtar for their ability to communicate with any species and because of this kalashtar diplomats are prized and respected through League space.

Kalashtar Names

A kalashtar name includes a prefix to honor the quori spirit within the Kalashtar. These prefixes have no relation to the Kalashtar's gender.

Quori Names: Ashana, Ashtai, Ishara, Khad, Kosh, Nari, Tana, Tari, Ulad, Vakri, Vash.
Kalashtar Names: Coratash, Dalavash, Dolishara, Halakosh, Khoratari, Lanhareth, Molavakri, Sorashana, Torashtai, Valakhad.

Kalashtar Traits

Your kalashtar character has the following traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Charisma score increases by 1.

Age. Kalashtar mature and age at the same rate as humans.

Alignment. The noble spirit tied to the kalashtar drives them toward lawful and good behaviors. Most kalashtar combine strong self-discipline with compassion for all beings, but some kalashtar resist the virtuous influence of their spirit.

Size. Your size is Medium. Most kalashtar stand just under 6' tall but weigh about 150 lbs.

Speed. Your walking speed is 30 feet.

Dual Mind. You have advantage on all Wisdom saving throws.

Mental Discipline. You have resistance to psychic damage.

Mind Link. You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

When you are using this trait to speak telepathically with a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.

Severed from Dreams. Kalashtar sleep, but they don't connect to the plan of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit while they sleep. As such, you are immune to spells and other magical effects that require you to dream, like *dream*, but not to spells and other magical effects that put you to sleep, like *sleep*.

Languages. You can speak, read, and write Quori, Common, and one other language of your choice.

Lakshu

The lakshu are tall, beautiful, muscled, celadon-skinned women who were magically engineered to be among the most powerful species in the galaxy. Their ancient masters, the reigar, magically crafted the lakshu to function as their enforcers and the laskshu were terribly effective. Thousands of worlds were laid waste by these gruff, armored harridans. During the Long Dark after the Crystal Shells were broken the Reigan Protectorate collapsed from within, with the lakshu rebelling against their former masters. When the Core Worlds reached the lakshu they found a free, albeit bellicose, people willing to join the greater galaxy.

Lakshu are virtually identical in physical appearance, resulting in most lakshu adopting tattoos and brands to differentiate from one another. Hair color and styles are also used to signify individuality, but their height and weight remain as chosen by the reigar centuries ago.

These warrior women are deadly in combat. They are known as dangerous foes, even when unarmed. Strong and tough, lakshu were trained to fight to the death. Their capabilities aren't limited to their physical prowess, as the lakshu were also taught artificer techniques by the reigar and are considered accomplished engineers.

Lakshu reproduce through parthenogenesis. Each lakshu is expected to give birth by their 30th year, with the young lakshu being raised by lakshu elders in a creche with other offspring.

Lakshu Names

Lakshu have adopted names tie them to a predator-totem selected for the girl before her 10th year. Each lakshu tries to embody the most fearsome elements of their namesake and often given a *shakti* (see Chapter 6: magic) that resembles this totem.

Lakshu Names: Banshee, Chimera, Equid, Grypha, Panthera, Raven, Tarra, Tigra, Ursa, Viper.

Lakshu Traits

Your lakshu character has the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Intelligence score increases by 1.

Age. Lakshu mature at 15 years of age and live about 90 years.

Alignment. Lakshu are generally focused on self-interest, rarely developing extreme alignment positions.

Size. Your size is Medium. Lakshu all stand 7' tall and tend to weigh about 200 lbs.

Speed. Your walking speed is 30 feet.

Battle Fury. You enter a rage (as a barbarian) when your hit points are reduced to half of your hit point maximum. Once you have entered a battle fury, you cannot do so again until you finish a long rest.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Martial Training. You are trained in a martial style and may select one Fighting Style option of your choice from the fighter class.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak, read, and write Lakshu and Common.

Lizardfolk

Only a fool looks at the lizardfolk, or histkin as they self-identify, and sees nothing more than scaly humanoids. Their physical shape notwithstanding, histkin have more in common with iguanas or dragons than they do with humans, dwarves, or elves. Histkin possess an alien and inscrutable mindset, their desires and thoughts driven by a different set of basic principles than those of warm-blooded creatures. Their swamp homes might lie hundreds of miles from the nearest human settlement, but the gap between their way of thinking and that of the smooth-skins is far greater.

Great Old Ones

Histkin remember a time when they were the most powerful species in Known Space. When their empire stretched across the stars and they seeded each of the worlds with their kind. Thousands of years ago, long before the rise of warm-blooded species, the histkin stood without equal or challenge. Perhaps because of their lack of struggle, the empire of the histkin (whose name is forgotten even amongst themselves) collapsed. The Great Old Ones, whose technology surpassed even the Arcane, were cast down and the histkin scattered across the galaxy.

Sadly, many of these settlements, now disconnected from the greater empire, regressed into primitive tribal communities who had forgotten their former glory and preeminence as a species.

What happened to the Great Old Ones remains a mystery and all histkin search for long, lost worlds and a chance to revisit their former might.

Lizardfolk Names

Lizardfolk use simple descriptives granted by their families based on an individual's notable deeds or actions. They make no distinction between male and female in their naming conventions.

Lizardfolk Names: Achuak, Darastrix, Garurt, Irhtos, Kepesk, Korth, Mirik, Sauriv, Thurkear, Usk, Valignat, Verthica, Vyth.

Lizardfolk Traits

Your lizardfolk character has the following traits.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Lizardfolk mature at 13 years of age and can live about 60 years.

Alignment. Most lizardfolk are neutral. They see the world as a place of predators and prey, where life and death are natural processes.

Size. Your size is Medium. Lizardfolk stand around 6' tall and tend to weigh about 160 lbs.

Speed. Your walking speed is 30 feet and your swim speed is 30 feet.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Scrapper. As part of a short rest, you can harvest bone or hide from a slain creature and create on the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade or appropriate artisan's tools.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages. You can speak, read, and write Draconic and Common.

LUPIN

Lupins are canine humanoids, looking like furred humans with canine heads. Their short fur ranges in color from tan to black, with rare circumstances of pure white. A lupin's fur is usually one color, with lighter coloring around the muzzle, hands, and feet. Lupins have longer hair near their heads and along their tails. This hair is often darker in color than the color of their body, with all hair lightening and eventually graying with age.

Lupins have humanlike eyes with irises of varying colors and limb proportions similar to humans. Their hands and feet are furred across the back of otherwise leathery palms and soles of their feet.

Lupin behavior is as varied and complex as any other species, but they tend to be loyal friends and rather rude to strangers. Despite this abrasive tendency, lupins tend to be kind and considerate – believing in the value of community and cooperation.

Lupin with pure white coats are often gifted with unique abilities, such as sorcerous or psionic powers, but this isn't always the case.

PERFECT HUNTERS

Lupins have exceptional senses. Their vision is untrammeled by darkness, their hearing is enhanced, both in sensitivity and range, and their sense of smell allows them to be talented trackers. Because their awareness is augmented by their enhanced senses, they are capable of sensing the invisible and piercing many illusions. Because of these gifts, lupin often find work as bounty hunters and explorers and many military units consider themselves lucky to have a lupin in their number.

Lupins are heavily concentrated near the Savage Coast of Mystara but most are found near their home world of Mefesk.

LUPIN NAMES

The history of lupin names is influenced by the Kingdom of Renardy on Mystara. While these ties have loosened over the years, the foundation of the daring heroes of ages past continue to be honored by the lupin of today.

Male Lupin Names: Clebard, Loup, Malinois, Matin, Rainfroy, Ralon, Renard.
Female Lupin Names: Aceline, Cathereau, Fulka, Isabea, Odine, Vulfetrude

LUPIN TRAITS

Your lupin character has the following traits.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Lupin mature at 25 years of age and can live about 120 years.

Alignment. Lupin are generally Good, with Lawful Lupin often soldiers.

Size. Your size is Medium. Lupin usually stand over 6' tall and tend to weigh about 200 lbs.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Heightened Senses. You gain advantage on Perception checks that rely on sight, sound, or smell.

Hunter. You gain proficiency in Survival.

Blind Fighting. You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you are blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Languages. You can speak, read, and write Lupin and Common.

PROTEAN

Villain, spy, betrayer, the protean race is generally despised throughout Known Space. Proteans can shift their forms with a thought. Many proteans use this gift as a from of artistic expression, but it has also been used by other proteans to deceive, exploit, and terrorize other species throughout the League. This hostility is the result of their failed effort to take over the Core Worlds centuries ago during the Protean Usurpation. The Core World's answer was the genetic weapon known as the Psychiphage, a scourge designed to target naturally psionic species and exterminate them. The proteans survived but many blamed them for the plague and their failed ambitions.

A MIGRANT PEOPLE

Proteans are born to one of two paths. A precious few are raised in stable, hidden communities where proteans are true to their nature and deal openly with the other people around them. Most are part of the Omarion Fleet, a collection of ships that carry the last remaining families of proteans in search of a new home world, a replacement of once glorious Omarion. These outcasts are often greeted with hostility and have failed to establish a permanent settlement, with each attempt resulting in a forced retreat by the proteans.

MASKS AND MOODS

In their true form, proteans are gray-skinned, hairless, and featureless. They have two large dark eyes and no discernible ears or mouths. They communicate with each other through a symbiotic telepathy and use their shapeshifting ability to emote their feelings with bright displays of color and light. Protean true names are unpronounceable. Therefore, they often adopt one or two syllable names to accommodate other species.

PROTEAN TRAITS

Your protean character has the following traits.

Ability Score Increase. Your Charisma score increases by 2. In addition, one ability score of your choice increases by 1.

Age. Protean mature slightly faster than humans but share a similar lifespan – typically a century or less. While a Protean can transform to conceal their age, the effects of aging affect them similarly to humans.

Alignment. Protean tend toward a pragmatic neutrality; a few Proteans embrace evil.

Size. Your size is Medium.

Speed Your walking speed is 30 feet.

Mindreading. You can read the surface thoughts of an intelligent creature that you can see. You don't need to share a language with the creature for you to understand their thoughts.

Shapechanger. As an action, you can change your appearance and voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You cannot duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.

Protean Instincts. You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.

Languages. You can speak, read, and write Protean, Common and two other languages of your choice.

Rakasta

The rakasta are a bellicose and bloodthirsty species of cat-like creatures. Unlike many of the advanced species in Known Space, there are dramatic differences between genders. They evolved from hunting felid and their culture retains many of the conflict resolution traditions of the pride and tribe. Rakasta society is extremely warrior dominated, and as most warriors are males, a functioning patriarchy. This is not to say that females are without power, as the spiritual and political arenas are heavily populated by female rakasta, but the military is male dominated and heavily influences the actions of the Empire.

Rakasta are often described as anthropomorphic lions, but there are significant and visible differences. In spite of some misconceptions, rakasta do not have digitigrade legs and their hands have four fingers, including an opposable thumb (all with retractable claws. They are covered with a thick coat of long fur than comes in various combinations of brown, yellow and black, although full black coats are most rare.

For Glory and the Empire

The home world of the rakasta is Chwarambr, and it is the capital of Empire. Rakasta consider themselves to be honorable conquerors, and because they believe themselves to be honorable, they place high value on behaving in an appropriate fashion. Rakasta honor, called *chwarak*, is similar in many ways to the samurai code of Bushido found in Kara-Tur. *Chwarak* serves as almost a form of currency or favor system, since the rakasta do not use money within the Empire.

Rakasta are expansionist by nature and their first contact with most species results in conflict. They are easily insulted by species that do not understand the intricate etiquette of *chwarak* and do not forgive insults without violent retribution.

Rakasta Names

Rakasta are born without names. They are first known by their relation to their father when they are kittens. After maturity, they may use their clan name but a Rakasta that performs a great deed will be given a full name by their clan elder. Only those Rakasta who have earned a full name are allowed to breed.

Birth Name: Short-Son of Rhral, First-Daughter of Riit
Clan Names: Ch'akin, Chiir, Chsst, Dirragh, Ha'ach, Ra'ashi, R'hshssia
Male Names: Chiir-Ras, Ra'ashi-Riit, Dirragh-Raash
Female Names: Chsst-Ka'ashi, R'hshssia-Hissn, Ha'ach-Chmee.

Rakasta Traits

Your rakasta character has the following traits.

Ability Score Increase. Your Strength score increases by 2 and your Dexterity score increases by 1.

Age. Rakasta have lifespans similar to humans.

Alignment. Rakasta tend toward chaotic alignments, as they let impulse guide their decisions.

Size. Rakasta stand over 8' tall and weigh nearly 400 lbs.

Speed. Your walking speed is 35 feet.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Pounce. Your reflexes and agility allow you to leap great distances, doubling the distance you would normally leap, both for long and high jumps.

Cat's Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Natural Hunter. You have proficiency in the Perception and Stealth skills.

Languages. You can speak, read, and write Ly'ran, Common, and one other language of your choice.

Rastipede

Rastipedes are insectoid centaurs with dozens of walking limbs with a segmented upper torso that connects to four 'upper' arms and a large head fit with two, large compound eyes, a chitinous mandible, and a pair of long, whiplike antenna. Rastipedes are exceptional tunnellers, spending their first 10 years building complex subterranean complexes for the Republic. All rastipedes can determine their depth underground and the structural integrity of the walls around them.

  Rastipedes are the penultimate traders of the Insectare and rival humans and half-elves in their efforts to dominate commerce in Known Space. However, rastipedes have never been concerned with the niceties of uniform pricing and fair dealing. This is not to claim that rastipedes would renege on a deal, as few have ever caught a rastipede in a lie, but they will honor the specifics of an agreement not the intention. A spacer who makes a deal with a rastipede is advised to count his money, his crew, and his limbs — as they are legendary bargainers.

Rastipede Names

The rastipede language is very different from those of the other intelligent species, made up of clicks, pops, or grinding noises.. Their names also don't distinguish between male and female.

Insectare Names: Chuka-tet, Drasna, Hakka, Ka'cha, Ka'tho, Klik-chaka'da, Lakta-cho, Qhak'cha, Qhik-ik-cha, Sa'Relka, T'Chai.

Rastipede Traits

Your rastipede character has the following traits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Rastipede mature at 12 years of age and can live about 80 years.

Alignment. Rastipede don't share the same morality as most species and would be considered Neutral.

Size. Your size is Medium. Rastipede range between 6 – 8' tall.

Speed. Your base walking speed is 40 feet.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Chitinous Exoskeleton. You have tough, chitinous skin. When you aren't wearing armor, your AC is 14 + your Dexterity modifier. You can use our natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Alien physiology. You cannot wear armor designed for humanoid creatures.

Powerful Strike. You have a natural claw attack that does 1d4 + Strength points of slashing damage; instead of the bludgeoning damage normal for an unarmed strike.

Natural Tunneller. You have a tunneling speed of 10 and have advantage on Wisdom (Survival) checks in underground environments.

Sensitive Antenna: You gain advantage on any Insight or Perception checks when you can apply your sense of 'smell'.

Languages. You can speak, read, and write Common, Thri-kreen, and Rastipede.

SCRO

The highly militaristic Scro are a violent goblinoid species. They are still rarely encountered, but if present trends continue, travelers will unfortunately see more of them. The Scro resemble musclebound orcs, fully armored and armed to the teeth. Scro share many of the orc's physical characteristics, but the Scro stand proud and erect, with high foreheads resembling humans. Scro eyes appear human, but they glow a sickly phosphorescent green in dim light. Their hide color ranges from slate gray, burnt orange, or moss green to jet black, or in some cases, albino white. Scro carry no standards, but each Scro wears an insignia that identifies its house. This is worn either as a shoulder patch or on their left breast.

DEATH AND DUTY

Scro live in a regimented society based on a complex system of laws and customs that call for unswerving loyalty and obedience. Each Scro is a valued member of society and has a duty to fulfill. Scro value their honor above everything else and if they fail to maintain their honor, either by disregarding their duties or showing cowardice in combat, they seek out death as a form of atonement. A dishonored Scro that still lives is considered a pitiful creature best put out of its misery.

DUKAGSH

The location of the Scro home world is unknown but the name is whispered on the lips of all Scro, Dukagsh. Named after the first Almighty Leader of the Scro, Dukagsh was a visionary who led the orc survivors of the first Unhuman War on an exodus to reinvent themselves in the dark reaches of unknown space.
Dukagsh realized the orcs lost the Unhuman Wars because of their one-dimensional tactics, brutality for its own sake was pointless. Dukagsh insisted the orcs fight

in an organized way, each solider realizing their potential. In the ensuing years, Dukagsh transformed his people, making them learned fighters and philosophers and, to ensure no one forgot who caused their misfortune, he insisted they all learn elvish.

Before he died, Dukagsh declared his people reborn as the Scro. The old ways were dead, and a new race was born. After his death, his grateful followers named their home world in his honor and entombed him in orbit, so he may look down on his people and witness their progress.

SCRO NAMES

Scro names are derived from their orcish ancestry however they only acknowledge surnames from the 24 original clans that followed Dukagsh centuries ago. To earn one of these surnames, or Bloodnames as the Scro describe them, a Scro must defeat other eligible warriors in an annual tournament called the Culling. Only 100 warriors can hold a Bloodname from each clan and these warriors represent the leadership of the Scro Empire.

Bloodnames: Dukagsh, Grimosh, Krusk, Morkitar, Thergod, Ovak, Sutha, Vorr, Voulge, Yikar, Zor

Male Names: Dench, Feng, Gell, Mhurren,Ront, Thokk
Female Names: Baggi, Emen, Kansif, Myev, Neega, Shautha, Vola, Yevelda.

SCRO TRAITS

Your scro character has the following traits.
   Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.
   Age. Scro mature by 14 and can live up to 100 years.
   Alignment. Scro are vicious but disciplined and most lean toward Lawful Evil.
   Size. Your size is Medium. Scro usually stand over 6 feet tall and weigh over 200 lbs.
   Speed. Your walking speed is 30 feet.
   Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
   Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice you can see or hear.
   Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
   Teachings of Dukagsh. You have proficiency in two skills of your choice from the following list: History, Insight, Intimidation, Medicine, Perception, or Survival.
   Languages. You can speak, read, and write Common, Scro, and Orc.

Tabaxi

Tabaxi are catlike humanoids often found alone or among small, tight-knit clans as they travel from one planet to another. Tabaxi had spoken of a homeland uniquely their own for centuries, but realized, after The Breaking, this was only a legend and left the remaining Tabaxi searching for a planet that would suffice. Generally welcome in any community, the Tabaxi have earned a reputation for curiosity and cunning which, in turn, has led some to distrust the wandering Tabaxi clans, wary of potential larceny. These moments of thievery are hardly the norm but leave all Tabaxi weathering the blame for the actions of a few.

An Empire of Lies

Famous wanderers in centuries past, the Tabaxi flocked to the Empire of the Rakast in more recent times. Misled by rumors of an open and welcoming felinoid society, the Tabaxi instead discovered the overbearing and cruel nature of the Rakasta. This disappointing news quickly spread among the Tabaxi clans but too late to keep the majority from falling under the thumb of the Rakastan Empire. Those clans that did avoid inclusion in the Empire continue to work with sympathetic organizations within the League to liberate their fellow Tabaxi from the grip of their Rakastan overlords.

Tabaxi Names

Tabaxi only carry a single name, determined by their clan and based on their cultural astrology. These names can apply to either males or females and most use nicknames derived from their full names.

Names: Cloud on the Mountain (Cl'Tain), Five Timber (Fi'Timb), Jade Shoe (Ja'Shoe), Seven Thundercloud (Se'Cloud), Smoking Mirror (Smi'Mir).

Tabaxi Traits

Your tabaxi character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Tabaxi have lifespans similar to humans.

Alignment. Tabaxi tend toward chaotic alignments but are rarely evil, with most driven by curiosity more than greed.

Size. Tabaxi are taller than average humans but are usually slenderer. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move zero feet on one of your turns.

Cat's Claws. Because of your claws, you may climb at full speed. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage for an unarmed strike.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

Languages. You can speak, read, and write Common and one other language of your choice.

Thri-Kreen

Fierce hunters and faultless trackers, the thri-kreen are a species of insectare often mistakenly labeled 'mantis warriors'. More than most insectare, they are inscrutable creatures who are often mistaken for heartless killers. They are the enforcers of the Insectare Republic, functioning as the foot soldiers and shock troopers of the Republic. Their relentless nature, coupled with their rugged physicality make them near-perfect hunters.

Thri-kreen view themselves as noble hunters and judge other species based on their ultimate functionality as either predator or prey for the thri-kreen. They have no respect for social strength or the physical weaknesses of smaller species. For the thri-kreen, martial prowess means everything – therefore the more aggressive and physically powerful species quickly earn their respect, with the notable exception of psionic manifesters and races, as thri-kreen are instinctively wary of this power.

Thri-kreen resemble a bipedal praying mantis. Their exoskeleton can vary in color based on the environment of their birth, but most are a sandy yellow, as the thri-kreen prefer hot environments. Of the body's six limbs, the lower two are used for walking, and the upper four end in four-fingered, clawlike hands. Thri-kreen have large mandibles and compound eyes. Two antennae sprout from the top of their heads.

Thri-Kreen Names

Thri-kreen speak their own language, consisting of clicks, whistles, and snaps of their mandibles. They make no distinction between male and female names.

Thri-Kreen Names: Chak-tha, Drik-chkit, Kacht-ta, Kat'chka, Pak'cha, Pik-ik-cha, Ptekwe, Tak-tha, Tik-tik.

Thri-Kreen Traits

Your thri-kreen character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Thri-kreen fully mature at 8 years of age and live about 30 years.

Alignment. Thri-kreen don't share the same morality as most species and would be considered Neutral.

Size. Your size is Medium. Thri-kreen range between 5 – 6' tall.

Speed. Your base walking speed is 40 feet.

Chameleon Carapace. You have a chitinous skin that changes color to match your surroundings. As a result, you have advantage on Dexterity (Stealth) checks made to hide. Additionally, when you aren't wearing armor your AC is 13 + your Dexterity modifier. You can use our natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Alien physiology. You cannot wear armor designed for humanoid creatures.

Powerful Strike. You have a natural claw attack that does 2d4 + Strength points of slashing damage; instead of the bludgeoning damage normal for an unarmed strike.

Bite. Your bite does 1d6 + your Strength modifier in piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Standing Leap. Your long jump is up to 30 feet and your high hump is up to 15 feet, with or without a running start.

Languages. You can speak, read, and Thri-kreen and Rastipede.

TIEFLING

Always mistrusted by most races, the tiefling has become a true outcast in the wake of the Godswar and the resulting increased prejudice of those associated with the lower planes. The machinations of the Hells and the Abyss during that conflict only perpetuated the misconception that all tieflings are inherently evil and should be mistrusted. The rise of the Pragmatic Order, and their subsequent conflict with the Tenth Pit, has resulted in an environment where tieflings are more likely to be persecuted for their perceived association with the only remaining enemies of the Universal Pantheon.

Tieflings subsist in small minorities found only on the outskirts of society or the peripheral systems of League space. Because they struggle to find acceptance in normal society, most tieflings become criminals, swindlers, or mask their identity in an effort to live a normal life.

While all tieflings are derived from human bloodlines mixed with an infernal heritage that invariably leaves imprints on their appearance, it is not true that all tieflings are evil or guided by ill intent. Unfortunately, the prejudice of the Pragmatic Order, and their influence on politics and culture within League space, has made the life of a noble tiefling almost impossible to live.

Sentiment against tieflings has begun to lessen in the past few years as social and political groups have organized with the goal of protecting the lives and rights of tieflings throughout Known Space. These political organizations are in direct conflict with the Pragmatic Order, who insist on the eradication of religious and quasi-religious entities that operate outside the tenets of the Divine Covenant, leaving many tieflings caught in the middle of a religious conflict that has spanned centuries.

TORTLE

Tortles are reptilian-looking humanoids with large shells on their backs that are capable of containing their entire bodies. They have leathery skins that vary between olive-green to light-brown hues. The dorsal portion of their shells is usually darker than their skin, while the ventral portion of their shell is often lighter, usually with yellowish tones. A tortle's eyes look much like those of a human, with lids, whites, irises, and pupils. The irises of their eyes are star-shaped, with an oval around the pupil, and often brightly colored, usually blue but sometimes green. A tortle's mouth is beaklike and toothless, and can deliver a dangerous bite.

PEACEFUL TRAVELERS

While tortles resemble turtles, they are not particularly slow or clumsy. It is true that tortles are usually deep thinkers and are notoriously slow to anger or violence but, when provoked, are dangerous foes. Because tortles can find shelter easily inside their shells they are often travelers who seek new experiences and are eager explorers. Because of their unassuming nature tortles are found throughout Known Space, founding small communities on hundreds of worlds.

TORTLE NAMES

Tortles speak their own language and give their children a 'birth' name but all tortles hope to earn a Bale name that celebrates their contributions to family and community.

Male Names: Aranck, Beshilth, Dustu, Gad, Kanuna, Lanu, Mahka, Nasta, Tahetan, Soso, Grok
Female Names: Abetzi, Ana, Doya, Ehawee, Kuwaniaw, Macawi, Mituna, Talula, Sika,Sokow
Bale Names: Anthu, Chilan, Dzuwa, Galu, Lanpan, Mwala, Mwezi, Nyanji, Tengo, Thanthwe.

TORTLE TRAITS

Your tortle character has the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Tortles reach adulthood by the age of 15 and can live up to 50 years.

Alignment. Tortles often lead orderly lives filled with custom and routine. Most are lawful good.

Size. Your size is Medium. Tortles usually stand over 5 feet tall and weigh over 400 lbs.

Speed. Your walking speed is 30 feet.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d4+ your Strength modifier in slashing damage.

Hold Breath. You can hold your breath up to 1 hour at a time.

Natural Armor. Due to your shell and the shape of your body, you are ill-suited for wearing armor. Your shell gives you a base AC of 17 (your Dexterity modifier doesn't apply to this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Shell Defense. You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Survival Instinct. You gain proficiency in the Survival skill.

Languages. You can speak, read, and write Common and Aquan.

TRITON

Tritons are amphibious people, at home in the water but mobile on dry land. Their bodies are covered in fine scales that range from yellowish-green through shades of blue to deep purple. Their heads are crowned with prominent crests, and fins sprout from their forearms, calves, and shoulders.

Well suited for life below the waves, tritons wear little clothing unless armored for battle. They fashion most of their clothes from materials found in the ocean. Despite the advances of technology over the past three thousand years, tritons hold to their timeless traditions and view the embrace of these modern solutions as dangerous and disabling.

THE RETREAT

Tritons were never creatures of the Prime Material Plane. Millenia ago tritons migrated from the Elemental Plane of Water to the Prime Material to guard the vortices that connect these Realms, having felt a sense of responsibility to protect the drylanders from the dangers of the Deep.

This relationship changed with the advancement of technology throughout the Core World systems. As the drylanders consumed more natural resources they began to poison the seas. Tritons felt betrayed and petitioned for the drylanders to discontinue their pursuit of industry, but their pleas were ignored and caused tritons to flee these worlds and return to the Elemental Plane of Water. The cruel creatures of the Deep did not flee, however, and resulting in the tritons' return to the Unified Prime. This time they choose their location with care, resulting in a planet they share with no other species. A planet of balance and interdependence, the planet of Persana.

TRITON NAMES

Tritons names are a representation of choice. Upon reaching adulthood tritons abandon the name given to them by their parents and select one that reflects themselves. Tritons also have a fluid concept of gender and might switch names freely as they shift gender identities.

Triton Names: Amathe, Cetos, Galiton, Leurybia, Margomstra, .Odexes, Oleia, Palamon, Rheteus, Tethene, Theaneia, Thrasios.

TRITON TRAITS

Your triton character has the following traits.

Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Age. Tritons reach maturity by age 15 and can live up to 200 years.

Alignment. Tritons tend toward neutrality. Their culture encourages them to be mindful on the balance of life and their environment.

Size. Tritons are slightly shorter than humans, averaging about 5 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Control Air and Water. You can cast *fog cloud* with this trait. Starting at 3rd level, you can cast *gust of wind* with it, and starting at 5th level, you can cast *wall of water* with it. Once you cast a spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand your words, though you have no special ability to understand them in return.

Guardians of the Depths. Adapted to the frigid ocean depths, you have resistance to cold damage.

Languages. You can speak, read, and write Common and Primordial.

Xixchil

Xixchil are a six-limbed subspecies of the Insectare that vaguely resemble a praying mantis. Their forward limbs are long and hooked, with sharp retractable blades, while their center pair of limbs are smaller, and are often fitted with delicate mechanical manipulators. Xixchil consider themselves to be the most accomplished warriors in Known Space. They pride themselves on their martial abilities and, when they experience defeat, are quick to improve themselves, both in skill and physical capacity.

Xixchil decorate themselves through surgical modification, adding gems, precious metals, and sharpened blades. Xixchil are expected to improve themselves through study and physical modification. Xixchil surgeons can accomplish amazing transformations, allowing each xixchil to be a nearly unique being.

Unlike most Insectare, xixchil are individualists focused on their prestige and personal glory.

Xixchil Names

Xixchil speak their own language, consisting of clicks, whistles, and snaps of their mandibles. They make no distinction between male and female names.

Thri-Kreen Names: Chak-tha, Drik-chkit, Kacht-ta, Kat'chka, Pak'cha, Pik-ik-cha, Ptekwe, Tak-tha, Tik-tik.

Xixchil Traits

Your xixchil character has the following traits.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Age. Xixchil mature at 10 years of age and can live about 100 years.

Alignment. Xixchil don't share the same morality as most species and would be considered Neutral.

Size. Your size is Medium. Xixchil range between 7 – 8' tall.

Speed. Your base walking speed is 40 feet.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Chitinous Exoskeleton. You have tough, chitinous skin. When you aren't wearing armor, your AC is 14 + your Dexterity modifier. You can use our natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Alien physiology. You cannot wear armor designed for humanoid creatures. your bladed forelimbs, dealing 2d4 + your Strength modifier in slashing damage. As a bonus action, you can make a second attack on your turn with your other bladed forelimb.

Bite. As a bonus action you can make a bite attack. Your bite does 1d6 + your Strength modifier in piercing damage.

Poison Secretion. You can deliver a poison, either by biting or spitting the poison onto the finger-blades on your forelimbs. If the target is successfully hit by this

poisoned attack, they must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target takes 2d8 points of poison damage.

Alternatively, you can secrete a paralyzing poison. If the target is successfully hit by this poisoned attack they must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Languages. You can speak, read, and write Common. Rastipede, and Xixchil.

WARFORGED

The first warforged were built to fight in the Last War on the planet of Eberron. The first were simply mindless automatons built by House Cannith. Unexpected magical breakthroughs produced sapient soldiers, giving rise to what would eventually be recognized as a new species.

Once only found on the planet of Eberron, warforged (or constructs as they are more commonly known on all systems except Eberron) are no longer considered an oddity, but an indispensable tool as various cultures explore the stars.

With advancements in Materium technology, the creation of mindless constructs, frustrating called ArcForged, is quite common throughout the League, but on occasion the artificial intelligence programs will advance to the point of sentience, resulting in a Living Construct. This phenomenon has not been mass produced, nor can it be consistently done without magical intervention from the artificers of Eberron – but ArcForged who have realized consciousness persist, and the lessons of the First War, the warforged, and the difficulties of the past seem to be repeating themselves once again. Most warforged do not share an emotional attachment to these replicants, but some recognize the plight of the ArcForged and the similarities of their struggle and the oppression of the

warforged in ages past. This has led to political activism by some warforged who recognize this bond.

ALIVE AND ALONE

Warforged in ages past were constructed from wood or metal, but most now are made from composite alloys and Materium circuitry that allow for complex technological attachments and capabilities that far outstrip the simplistic integrations of the past.

Much like their distant cousins, warforged today tend to show little emotion, reject religion, and have no culture

no shared experience, and each must chart their own path through existence.

Mechanized Evolution

Warforged today are often considered an oddity from a distant time. Most citizens of the League consider warforged inferior to modern constructs, but this perception discounts the warforged ability to improve their physical form through modifications and upgrades. Most warforged today are not sleek, specialized models but instead are modularized and, seemingly, haphazard creatures with added and replaced parts found over the decades that reflect their constant effort to survive and to improve.

Warforged Traits

Your warforged character has the following traits.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age. A typical warforged is only a few years old, although there is no known limit to their age. You are immune to magical aging.

Alignment. Each warforged is an individual and they have no consistent alignment.

Size. Your size is Medium. Most warforged stand just over 6' tall and weigh about 300 lbs.

Speed. Your walking speed is 30 feet.

Constructed Resilience. You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against poison, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear normally.

Integrated Protection. You have a reinforced alloy chassis. When you aren't wearing armor, your AC is 15 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Integrated Weapons. You can integrate weapons with which you have proficiency. To integrate a weapon, you must incorporate it into you body over the course of 1 hour, during which you remain in contact with the weapon. To remove the weapon, you must spend 1 hour removing it. While you live, your weapon can't be removed from your body against your will.

Specialized Design. You gain one skill proficiency and one tool proficiency of your choice.

Languages. You can speak, read, and write Modron, Common, and one other language of your choice.

SPELLJAMMER
RETURN TO THE VOID
CLASSES

INTRODUCTION

Deciding your species may determine a great deal about your character's culture but choosing your class will reveal who your character has chosen to become. Your character class is more than a profession, it is your character's calling. A wizard is born to cast spells but the school you choose will reveal the priorities of your character and how they impact the world. Fighters view the world through conflict and how to win battles, while rogues see the same challenges but seek to outthink or outmaneuver their foes.

Your class grants you a variety of special features, and therefore, choosing your class will be reflected in the capabilities of your character. All classes are available in the Spelljammer campaign setting. Some are more common than others and there are several new classes introduced in this chapter: the Channeler, a living conduit of magical energy, the Slicer, a master of Arctechonology, the Outlander, a self-reliant fringer mastering the unknown, and the Psion, a powerful manifester of psionic powers and effects.

DRUIDS AND RANGERS

Champions of the wild, druids and rangers have become staple heroes and adventurers in most campaign settings. The specific history of Spelljammer makes playing these character classes more difficult for most players, either because of the restrictions on divine magic caused by the Gods War and the Divine Covenant or the reliance on a mystical connection the natural world around them. This connection isn't instantaneous and gaining that connection requires a 24-hour ritual completed by the druid or ranger character (with the notable exception of the Circle of Stars druid).

This is not to suggest there aren't wonderful campaigns including these classes that can be told in the Spelljammer campaign setting. An eco-terrorist druidic circle fighting to keep their planet safe from the encroachment of civilization and technology or a ranger fighting to save the wolf pack he has adopted over the years are wonderful stories but limit the scope of your game.

CLASSES AND SUBCLASSES

Class	Subclass	Level Available	Description
Artificer	Slicer	3rd	An artificer specializing in the maintenance and construction of constructs
Artificer	Starship Engineer	3rd	Experts in repairing and improving starships
Cleric	Divine Covenant Domain	1st	Pragmatic Order Initiate who brokers divine power
Fighter	Assault Infantry	3rd	Trained and engineered to master the use of Assault Armor
Fighter	Outlander	3rd	A skilled combatant who forgoes spellcasting for greater martial ability
Fighter	Sniper	3rd	Deadly from a distance with their chosen weapon
Paladin	Oath of the Divine Covenant	3rd	Righteous enforcers of the Divine Covenant
Sorcerer	Channeler	1st	Spellcasters with a physical connection to magic
Sorcerer	Psion	1st	Masters of psionic powers that focus on a specific discipline

Artificer Specialists

Artificers are meticulous in nature, focused on specific fields that allow them to share their knowledge, advance their accomplishments, and release their mind from the distractions of the broader universe. Artificers form peer reviewed organizations, which they call specialties, to facilitate their ambitions and confirm their findings.

Each of the subclasses found in *Tasha's Cauldron of Everything* are well represented throughout the Galaxy. Armorers, Artillerists, and Battle Smiths more than Alchemists, but even this subclass, normally considered chemical engineers, contributes greatly to adventuring groups, corporations , and organizations on hundreds of planets.

Slicer

The Splicer focuses on disruption and control of metatechnology. Detractors of this specialty contend they do not contribute to the advancement of metatechnology, just destroying or bypassing existing capabilities. You understand, however, that disrupting energy shields, energy weapons, or bypassing a pressurized door has important uses for the military, law enforcement, and nefarious organizations throughout Known Space.
   Called splicers, members of this specialty are sought when metatechnology is used as a deterrent that must be bypassed quickly. Firefighters, law enforcement, covet military operations, and burglars all find splicers an invaluable resource.

Customized Computer Rig

At 3rd level, you have personalized tool kit that reflects your focus on computers and Arctechnology interfaces, allowing for virtual interactions with the programs of cyberspace and shrink down reaction times to nearly the speed of thought. This customized computer rig (CCR) allows you to perform near miraculous feats when dealing with advanced metatechnology, opening doors in seconds, controlling cameras and audio sensors with a wave of your hand, or causing your foe's energy weapons to fail.
   While most engineers must interact with these devices directly, your customized computer rig has incorporated wireless capabilities that allow you to make ability checks for tool proficiencies or your Computer Skill from a distance of 10 feet per level of engineer.

Slicer Spells

You always have certain spells prepared after you reach particular levels in this class, as shown in the Slicer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

SLICER SPELLS

Artificer Level	Spell
3rd	Catapult, Silent Image
5th	Mirror Image, Silence
9th	Clairvoyance, Major Image
13th	Greater Invisibility, Hallucinatory Terrain
17th	Seeming, Telekinesis

DISRUPT ARCTECHNOLOGY

At 5th level, as an action, you can cause a malfunction in a metatech device, including most ranged energy weapons, powered melee weapons, or powered armor. This makes the device nonfunctional for 1 round per your levels in engineer. Disrupt metatechnology doesn't cause a locked door, safe, or other device to open, but it prevents anyone from opening it for 1 round. You must be adjacent to the device to use this ability (or within your wireless capability). If you use disrupt metatechnology on an item or armor upgrade in someone else's possession, the owner can attempt a Dexterity saving throw to negate the effect. (DC = 8 + your proficiency bonus + your Intelligence modifier). You cannot disrupt items larger than Medium size. Once a device has been successfully disrupted, a residual static charge prevents the device from being targeted again for 1 minute.

DESTROY ARCTECHNOLOGY

At 9th level, you can use an action to cause any metatech device, including most ranged energy weapons, powered melee weapons, or powered armor, to overload and explode. This damages or destroys the object and causes damage to any creatures sharing a hex with the object. You must be adjacent to the device to use this ability (or within your wireless capability). If you use this ability on an item or armor in someone else's possession, the owner can attempt a Dexterity saving throw to negate the effect. (DC = 8 + your proficiency bonus + your Intelligence modifier). You cannot destroy items larger than Medium size. Once an attempt to destroy a device has been made, a residual static charge prevents the device from being targeted again for 1 minute.

Weapons that are overloaded causes normal damage to all items and creatures that share their hex (including itself), while armor and metatech devices apply 1d6 points of damage for every 300 credits worth of its' cost to all items and creatures that share their hex (including itself).

EXTENDED EFFECT

At 15th level, the wireless capabilities of your customized computer rig are extended to a planetary level, including ship to surface transmissions. You must still identify your target, but this can be accomplished by first controlling nearby cameras or sensors.

Your ability to disrupt metatechnology and destroy metatechnology abilities are also expanded, now capable of centering on a target but effecting metatechnology in a 20' radius burst.

STARSHIP ENGINEER

The Starship Engineer is prized throughout Known Space as an irreplaceable crew member. The best starship engineers are renowned for their ability to push starships under their care to new levels of performance and resiliency. Beyond their abilities to improve ship function, the starship engineer continuously improve their personalized omni-tool, allowing them to generate energy shields and discharge electrical effects.

ENGINEER'S EYE

At 3rd level, when you come within 10 feet of a trap, malfunctioning machine, interface with a faulty computer program, or other situational exposure your passive perception receives a bonus equal to your proficiency bonus with the relative Tool Proficiency bonus to notice the defect. Addressing the trap or malfunction still requires a subsequent, successful proficiency check.

PERSONALIZED OMNI-TOOL

At 3rd level, you begin play with a personalized omni-tool. This device functions as the equivalent of a tool kit or other device needed for any Tool Proficiency check made by you. If the omni-tool is damaged, destroyed, lost, or stolen you can replace it with any tool kit, reconfiguring the materials into a new omni-tool with 1 hour of work.

Beginning at 5th level, you can generate an energy shield from your omni-tool as a bonus action. The shield provides temporary hit points equal to twice your level in engineer and remains active for one minute per level of engineer or until all of the temporary hit points are depleted. Once deployed the energy shield cannot be used again until you finish a long rest.

You can only have one personalized omni-tool at a time.

STARSHIP ENGINEER SPELLS

You always have certain spells prepared after you reach particular levels in this class, as shown in the Slicer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Starship Engineer Spells

Artificer Level	Spell
3rd	Comprehend Languages, Shield
5th	Knock, Shatter
9th	Lightning Bolt, Tongues
13th	Elemental Bane, Storm Sphere
17th	Passwall, Wall of Force

Advanced Damage Control

At 5th level, any Repair actions you make with a starship receive a bonus on the resulting repair effect equal to your Artificer level. You also resolve any Mishap, with a successful Tool Proficiency or Ability check in one round.

Optimize Ship Systems

At 9th level, when you are crewing an Engineering action station for a starship that starship receives the following benefits:

- Materium Weapon systems do an extra die of damage
- Tactical Movement is increased by 1 square each round
- The Turning Ratio is decreased by one square (with no change for unlimited Turn Ratios)
- Sensor ranges are increased by 50%

Miracle Worker

At 15th level, your ability to repair and improve ship systems is unmatched, resulting in your choice of the following effects:

Restore Shields. As an action, you can fully restore shields to full hit points (even from zero).
Right the Ship. As an action, you can repair or resolve every Mishap on the ship.
Escape Vector. As an action, you can have the ship ignore any gravity wells and reach Cruising speed.

Once you use this feature, you must finish a long rest before you can use it again.

Barbarian

Barbarians in the traditional sense of tribal warriors found at the fringes of society are fairly rare within the interstellar community of the League, however these primal warriors are still found along the periphery and many of the various subclasses are found on core systems. Despite the advancement of technology, the necessity for a brutal warrior persist.

Primal Paths

At 3rd level, a barbarian gains the Primal Path feature. Depending on the setting and timelines, any of the barbarian Primal Paths may be appropriate, however, in most Spelljammer campaigns the following Primal Paths are most commonly integrated into the setting:

Path of the Berserker: This Primal Path is the most common barbarian found in Spelljammer campaigns. Common among half-orc, Rakasta, Histkin (Lizardfolk) populations, Berserkers are also common in human populations. Rumors persist of Explorer Corp ships returning from the edge of space with entire crews

degenerated into frothing barbarians, driven mad by an infinite Void.

Path of the Ancestral Warrior (*Xanathar's Guide to Everything*): The deep spiritual connection formed by this Primal Path persists despite the Divine Covenant and can be found particularly within Dragonborn, Gromman and Rakasta cultures.

Path of the Zealot (*Xanathar's Guide to Everything*): Due to the domination of the Pragmatic Order, Zealots are rarely found outside the ranks of the Pragmatic Order.

Path of the Battlerager (*Sword Coast Adventurer's Guide*): Similar to the Berserker, Battleragers persist as a specialized warrior culture with disparate dwarven kingdoms and the dwarf home world of Forge.

Bard

Irrepressible minstrels and chroniclers, bards have become anachronistic and exceedingly rare. Bards, as spellcasters, were integrated into the Collegium in 744. Their unique spellcasting and musical traditions lingered for centuries but the class has become almost non-existent in the modern setting. Information technology has rendered the benefits of bardic lore obsolete, and the limited spellcasting of the class led most Collegium students to enter into the fields of enchantment or illusion. But bards persist, and their subclasses have found unique niches in the modern life of Spelljammer.

The College of Lore: Members of this subclass can be found at larger Collegium campuses. Their pursuits are mostly academic, as they seek to keep the traditions of the Bard Colleges alive – even in a galaxy that no longer honors the epics of ballads of the past.

The College of Valor: Members of this subclass don't spend their time remembering the past, like their cousins in the College of Lore. Bards from the College of Valor seek out

adventure and return with first-hand accounts of great deeds or terrible secrets.

Intrepid investigative reporters are often found from this college, willing to brave the frontier to discover glory or reveal terrible secrets.

The College of Whispers: Bards from this college have used the powers gained from their mystical schooling to prey upon the unsuspecting masses drawn to their natural charisma. Charlatans and criminals, bards from the College of Whispers are a scourge throughout Known Space.

The College of Eloquence: Bards rom this college are often diplomats, public relations experts, and politicians, using their unique abilities to influence crowds and government officials to the benefit of their planets, employers, or themselves.

CLERIC

Nearly every culture has developed a complex religion. These religious beliefs were vast, complex, and varied throughout Known Space, but when after the Breaking the delineations that kept various pantheons, and their respective followers, apart disappeared. In the ensuing centuries of reconnection and rediscovery known as the Great Expansion the civilizations of Known Space, led by their clerics, began a holy war that swept across the galaxy. The Gods War, as it would come to be known, was terrible and sweeping. Millions died under the banners of various deities, leaving the survivors exhausted and dejected. Most wanted to turn from religion, but a solution was formed that preserved what was left and quelled the religious zeal that nearly extinguished life in the galaxy.

DIVINE DOMAINS

All Domains, other than the Divine Covenant, have been largely abandoned in the centuries after the Gods War. There are pockets of antiquated religion still found in the galaxy, but they are quickly and efficiently suppressed, with their members being introduced into the Pragmatic Order. This is how peace is kept, this is how the future of the Galaxy must unfold.

DIVINE COVENANT DOMAIN

Initiates of the Pragmatic Order of the Divine Covenant understand what most people consider divine magic is simply an expression of the commensal connection between true faith and the Powers of the Outer Planes. What once was unswerving devotion from the mortal followers of gods has evolved into the Divine Covenant, an agreement between the faithful and the divine. Resulting in an exchange that provides the gods with continued existence, something they could no longer guarantee after the Breaking of the crystal shells and the subsequent Gods War, while providing their mortal proxies with divine power.

What clerics of the Divine Covenant understand far better than their predecessors, namely priests and paladins of ages past, is the symbiotic relationship between the divine and their faithful. Without worshippers the gods wither and die, without the gods, mortals succumb to the cold pragmatism of science.

DOMAIN SPELLS

Unlike traditional clerics, you may gain domain spells from several different domains. At 1st level, you gain access to your first list of domain spells. At 6th level, and again at 8th level, you gain access to another list of domain spells. These spells now become available to you each day. You can mix and match domain spells from your chosen domains but are limited to two domain spells at 1st, 3rd, 5th, 7th, and 9th level.

CHANNEL DIVINITY: REBUKE THE INFERNAL

At 2nd level, you gain the use of the Channel Divinity from your selected domain. When you have the option to change your domain at 6th and 8th level, you may change your Channel Divinity feature to match your selected domain.

DOMAIN FEATURES

At 1st level, you gain the domain features of your selected domain. At 6th level, when you gain access to new domain spells, you may select the 6th level domain feature from your newly selected domain. This process repeats again at 8th level.

At 17th level, you gain the combined domain features of 1st, 6th, and 8th level and the channel divinity features from domains you have previously selected.

DRUID

Caretakers of the natural world, druids have experienced significant upheaval in the years since the Breaking. Members of every druidic circle can be found throughout Known Space but the most common are detailed below:

Circle of Land: Members of this circle struggle against the ever-expanding sprawl of civilizations, attempting diplomatic and political solutions, if possible.

Circle of the Moon: Much like their cousins from the Circle of Land, members of this circle fight to preserve the wilderness but do so more directly and are often considered eco-terrorists.

Circle of Dreams (*Xanathar's Guide to Everything*): Commonly found among the elves of Garden, members of this circle are rare but well received throughout Known Space.

Circle of Stars (*Tasha's Cauldron of Everything*): By far the most common druids found in the galaxy, members of this circle draw power from the stars and draw strength from the Void.

FIGHTER

Young military recruits, grizzled mercenary veterans, or street toughs, fighters can be found throughout the League of Aligned Worlds. The necessity for a professional warrior persist despite the relative calm of the current era. While every Martial Archetype can be found somewhere in Known Space, the following are the most common:

Champion: The uncanny physical dominance of the champion is a common sight within the League among all species.

Battle Master: Less common than the Champion , the Battle Master's remains a consummate warrior and is found within all species.

Psi Warrior (*Tasha's Cauldron of Everything*): Many naturally psionic species incorporate their psionic abilities within their martial ranks, although Inspyt has begun exploring this psionic path to bolster their ranks.

Rune Knight (*Tasha's Cauldron of Everything*): Rune Knights are usually found within the dwarven kingdoms, although giant strongholds continue to honor this tradition, and celebrate their ancient runic abilities in a modern galaxy.

Samurai (*Xanathar's Guide to Everything*): Found almost exclusively on the planet of Kara-Tur, samurai have changed over the centuries. No longer serving daimyo's but instead offering their services to corporations, wealthy individuals, and, occasionally, a hard-luck citizen who can barely afford to pay, these "street" samurai are deadly as ever and retain their reputation as elite warriors.

NEW FIGHTING STYLES

When choosing a fighting style, you may also select from the following options.

SKIRMISHER

You gain a +1 bonus to attack rolls and a +1 bonus to AC when moving more than 10 feet in the round.

XENOHUNTER

When you hit a creature with the aberration or monstrosity type, the creature takes an extra 1d8 points of damage. You can deal this extra damage only once per turn.

ASSAULT INFANTRY

Considered the pinnacle of martial combatants, assault infantry are more than just soldiers, they are elite fighting machines ruthlessly trained to respond to every conceivable battlefield scenario with overwhelming force and a nearly supernatural physical and mental resiliency. Capable of defeating most enemies with their bare hands, assault infantry are most deadly when found using Assault Armor. This materium powered chassis does more than simply protect assault infantry from harm. Integrated systems within the armor house weapons, inject the occupant with various stimulants and pain suppressors, and enhance visual and auditory senses. It is said a properly outfitted assault infantryman is worth an entire company of traditional soldiers, although most assault infantry would dispute this claim, instead insisting they are worth a battalion. Regardless of the exact number, it is understood that assault infantry are unmatched on the battlefield.

Fighter Level	Feature
3rd	Elite Training, Fearless
7th	Unstoppable
10th	Battle Commander
15th	Shrug off Punishment
18th	Paragon of Conflict

ELITE TRAINING

At 3rd level, you gain proficiency in Vehicle (Assault Armor) and the Tool Proficiency (Assault Armor Maintenance Kit).

When you enter or exit a suit of Assault Armor, it only costs you 5 feet of movement, rather than half your speed.   You also have advantage on all Vehicle (Assault Armor) proficiency checks

FEARLESS

At 3rd level, you are incapable of being frightened.

UNSTOPPABLE

At 7th level, you can use your action to end on effect on yourself that is causing you to be paralyzed or stunned.

You also gain advantage on grapple checks to avoid being restrained and your movement cannot be reduced to zero.

BATTLE COMMANDER

At 10th level, you have learned how to inspire your allies to fight past injury and fatigue.
   When you use your Second Wind class feature, you can affect allies within 60 feet of you. Each one regains hit points equal to your fighter level, provided that the creature can see and hear you.

SHRUG OFF PUNISHMENT

At 15th level, when an attacker hits you with an attack or you suffer damage from an area effect, such as a red dragon's fiery breath or a fragmentation grenade's explosion, you can use your reaction to halve the damage done against you.

PARAGON OF CONFLICT

At 18th level, you become rejuvenated during battle. At the start of each of your turns, you regain hit points equal to 10 + your Constitution modifier if you have

successfully killed or incapacitated an opponent. You don't gain this benefit if you have zero hit points.

OUTLANDER

Outlanders come from the fringes of society, replacing formal education with skills and knowledge gained from experience. Usually, an outlander hails from a world outside the civilized regions of space, but outlanders can come from the fringe of galactic society – wherever that may be. They use their dexterity, wisdom, and strength to survive whatever the galaxy throws at them. An outlander isn't necessarily unfamiliar with technology, but they certainly don't have access to the conveniences available to those of higher status on worlds such as Toril or Krynn. The outlander is hardy, robust, independent, and an expert at survival due to learning the lessons of the frontier regions, be they in the Outer Systems or in the darkest corners of the undercities of Waterdeep.

   The outlander is a jack of all trades, learning a little bit of everything to increase their chances of surviving. Often, an outlander can keep even the oldest, most beat-up piece of equipment running. Where the engineer or warrior has extensive in repair skills, an outlander is better at keeping equipment jury-rigged than fixing it completely. This means the outlander is faster at making slapdash repairs, even in extreme situations, but less likely to fully repair an item. The outlander is home in the hinterlands of space, able to get by without the conveniences of civilization. Of all the classes, outlanders are best able to deal with whatever troubles the galaxy throws at them. They have excellent survival instincts and an enthusiasm that gets them through difficult circumstances.

OUTLANDER FEATURES

Fighter Level	Feature
3rd	Improvised Repair, Natural Explorer
7th	Uncanny Dodge
10th	Evasion
15th	Trailblazing
18th	Rugged

IMPROVISED REPAIR

At 3rd level, you gain the ability to make do without all the necessary resources or tools most find vitally important. When making an ability check related to one of your Tool Proficiencies, if you make this check without the prerequisite tools, you may still add half your proficiency

bonus to your ability check. This ability applies only to Tool Proficiencies in which you have gained proficiency.

NATURAL EXPLORER

At 3rd level, you are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Chose one type of favored terrain: artic, coast, desert, forest, jungle, grassland, mountains, swamp, space, subterranean, or the under water. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you are proficient in.

While travelling for an hour or more in your favored terrain, you gain the following benefits:
- Difficult terrain doesn't slow your group's travel
- You group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 9th and 15th level.

UNCANNY DODGE

At 7th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EVASION

At 10th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an exploding grenade. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

TRAILBLAZING

At 15th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

RUGGED

At 18th level, you gain proficiency on all saving throws and Advantage on death saving throws.

SNIPER

The sniper is a master of long ranged combat, preferring to attack their opponents from hundreds of feet away. They have mastered the ability to strike and then vanish before their opponents can locate them. Snipers are known for their patience and battlefield control.

Many snipers are members of military or mercenary organizations and often double as scouts when not engaging with foes. Stealth is the sniper's greatest asset, allowing them to strike without warning and to incredible effect. They often penetrate deep into enemy territory and eliminate high-profile targets – often officers or political leaders – in an effort to destabilize enemy forces.

Not all snipers serve in military organizations, some are avid hunters or highly skilled sportsmen or sportswomen that have mastered the art of accuracy with a rifle. Many snipers are members of law enforcement or security companies hired to protect important political figures. Of course, some snipers are criminals, assassins who sell their deadly services to the highest bidder.

SNIPER FEATURES

Fighter Level	Feature
3rd	Bonus Proficiencies, Ranged Sneak Attack
7th	Expanded Critical
10th	Hide in Plain Sight
15th	Extended Range
18th	Devastating Critical

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in Stealth and the camouflage kit.

RANGED SNEAK ATTACK

Beginning at 3rd level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Ranged Sneak Attack table.

RANGED SPEAK ATTACK

Level	Ranged Sneak Attack
3rd	1d6
4th	1d6
5th	1d6
6th	2d6
7th	2d6
8th	2d6
9th	3d6
10th	3d6
11th	3d6
12th	4d6
13th	4d6
14th	4d6
15th	5d6
16th	5d6
17th	5d6
18th	6d6
19th	6d6
20th	6d6

Expanded Critical

Starting at 7th level, your ranged weapon attacks score a critical hit on a roll of a 19 or 20.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to your camouflage kit or fresh mud, dirt, plants, soot and other naturally occurring materials with which you can create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Extended Range

Starting at 15th level, your ranged weapon ranges increase by 50% of their normal distances.

Devastating Critical

At 18th level, your ranged critical hits now apply triple damage, instead of the normal double damage of a critical hit.

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. All of these traditions could be considered viable options, depending upon the particular planet and point in the setting timeline you game takes place. However, during the Arcanium Drive era the following traditions are most common:

Way of the Open Hand: The iconic Monastic Tradition, the Way of the Open Hand remains the most common tradition found in most core worlds. This Tradition wields the most influence on martial arts in Kara-Tur and within the League of Aligned Worlds. Most practitioners are human but half-elf, spirit folk, and the occasional Dhajhitii aren't uncommon.

Way of Shadow: This organization remains as invisible as any time in the past. Focused on assassinations and subterfuge, this tradition retains the mantle of 'ninja' and only recruits those that can keep its secrets and honor its traditions.

Way of the Drunken Master: (*Xanathar's Guide to Everything)* The sometimes comical but always deadly teachings of the Drunken Fist are rare but hardly abandoned. Most followers are human and male but there is a dwarven tradition on Forge that celebrates this unique combination of drunkenness and combat.

Way of the Kensei: (*Xanathar's Guide to Everything)* This tradition nearly vanished from the galaxy with only a few monasteries on Kara-Tur teaching the tenets of the 'sword saints' but their accomplishments with the sword are unmatched and the recent inclusion of firearms into their traditions has given rise to a new combat style known colloquially as 'gun fu'.

Way of Mercy: (*Tasha's Cauldron of Everything)* These mystic healers are a rarity through Known Space but legends of their unique capabilities are widespread. Their healing capabilities that defy magical and technological explanation serve as a reminder the galaxy still holds mysteries yet to be explained.

Way of the Astral Self: (*Tasha's Cauldron of Everything)* This tradition includes an esoteric philosophy that transcends the demands of the physical world. Their ability to access their astral form and incorporate it into the Unified Prime. Monks of this tradition began pursuing these abilities after The Breaking, as they seek to find a connection with the Void.

MONK

Continuing traditions that span millennia, monks are members of monastic orders that seek to understand physical perfection and spiritual enlightenment. Organizations are often found in isolated monasteries where individual monks can follow their individual pursuits. Most of these groups were founded in Kara-Tur and over the centuries the strictures within these monasteries have changed allowing women to study, along with various species, although the most common remain humans, spirit folk, hengeyokai, and kenku. However, members of these orders have become more accepting of new ideas and new cultures, with Rakasta and tortle members joining their ranks.

Paladin

A paladin is a holy warrior, a living embodiment of a sacred oath whose zeal and talent allow them to accomplish great and terrible deeds in the name of their faith. In the time before, and during, the Gods War, paladins would align themselves with a deity and spend their lives honoring their divine patron by protecting the worshippers of their faith and punishing those that would rise against the commandments of their god. The role of the paladin changed as a result of the Gods War and the rise of the Divine Covenant. Paladins now stand as enforcers of the Covenant, ensuring the Unified Prime Material Plane and the Outer Planes no longer descend into another spiritual war.

Sacred Oaths

To honor the Divine Covenant, the Sacred Oaths of the past, those honoring specific deities and their specific portfolios and ideologies, have been forbidden. Just as the veneration of individual gods can disrupt the Covenant, so too can a paladin's devotion to one aspect of the divine. Rumors persist of holy warriors holding to the old traditions, but such individuals are rooted out by the Pragmatic Order with swift efficiency, thus

preserving the hard-won peace for the galaxy and the multiverse.

Oath of the Covenant

The Oath of the Covenant binds the paladin to service of the cosmic balance established by the Divine Covenant. Paladins within the Pragmatic Order are separated into dozens of Chapters who focus on different elements of the Divine Covenant. Some of the more accomplished Chapters are the *Absolvers* who sit in judgment on the Consistory Court for those within the Pragmatic Order who may stray in their faith , the *Vigilant* who continue the Crusade of Peace against the godless and befouled followers of the 10th Pit , the *Redeemed* are filled with former heretics who have embraced the truth of the Divine Covenant , the *Excoriators* investigate violations of the Divine Covenant throughout Known Space ,and the *Knights Templar* guard the temples and fortress monasteries of the Pragmatic Order.

Tenets of the Covenant

The tenets of the Oath of the Covenant were first chronicled in the Holy Cannon by Sevren Baran after the

Diet of Sigil. The Divine Covenant offered a chance for peace but Baran knew enforcement of the new divine law would fall upon the shoulders of his most righteous soldiers.   The Oath emphasizes devotion to the Covenant above all other concerns, beyond law or Chaos, good or evil, divine peace must be maintained. Paladins of this oath understand all principals could and should be sacrificed in service of the Covenant. Justice, injustice, love, happiness, and vengeance are all vain pursuits when compared with the responsibility of maintaining peace in the galaxy and preserving the heavens. The core principals of the Covenant are simple and perdurable.

Damnation is Eternal. Failing to uphold the Covenant would unravel the delicate peace established in the galaxy and unleash the infinite Abyss upon the world.

Intolerance is a Gift. Discipline are the only tool of the righteous, compromise is the purview of the wicked.

To Question the Covenant is to Embrace Heresy. There are a countless temptations that could destroy the Covenant, only unwavering, unthinking dedication will continue the peace.

Victory needs no explanation, Defeat allows none. You must abandon the ideologies of justice, decency, good or evil and other antediluvian concepts. All that matters is your success is maintaining the Covenant and turning back the hordes of Hell.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Chastise the Wicked. As an action, you speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see or hear. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends have disadvantage on this saving throw.

On a failed saving throw, the creature is frightened for 1 minute or until it takes damage.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes damage.

Rebuke the Unholy. As an action, you speak a prayer censuring fiends, using your Channel Divinity. Each fiend that can see or hear you within 60 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turn trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you.   It also cannot take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Obedience

At 7th level, you and friendly creatures within 10 feet of you cannot be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Relentless Enforcer of the Faith

At 15th level, you gain advantage on all saving throws.

Invincible Inquisitor

At 20th level, you can transform into an unstoppable soldier in the war against the Hells and those that would compromise the Covenant. As an action, you magically gain the following benefits for 1 hour:

- You have resistance to all damage.
- When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack as part of the same reaction, as long as this movement is toward an opponent.

Once you use this feature, you cannot use it again until you finish a long rest.

Ranger

Rough and solitary champions of the wild, rangers have all but disappeared in Known Space. There are fringe ranger societies and, certainly, there are individuals who still follow these pursuits, but the conflicts of the Gods War and the establishment of the Divine Covenant denied rangers to access the divine spellcasting they enjoyed in the years preceding the Gods War. The need to explore, track, and protect the countless frontiers across the League of Aligned Worlds fell to more specialized organizations such as the Explorer Corp and corporate actors, leaving the ranger a relic of the past.

Much like their druid cousins, there are some rangers that still are able to access their mystical spellcasting capabilities, but these organizations are rare – as they have developed this ability by establishing a connection to the nature of their home world and not a divine entity. Much like the druids, if the ranger leaves their home world their spells and magical capabilities are lost.

Ranger Archetypes

At 3rd level, a ranger gains the Ranger Archetype feature. All of theses archetypes could be considered viable options, depending upon the particular planet and point in the setting timeline you game takes place. However, during the Arcanium Drive era the following archetypes are most common:

Hunter: The Hunter Archetype is perhaps the most common ranger that would be found on the peripheral worlds far away from the technological and spiritual benefits of the League. Species that tend to be hunters are humans, elves, half-elves, Dhajhitii and Dhoru.

Beast Master: The Beast Master is rare but perhaps more iconic, as the hero flanked by their trusted animal companion is what most considered to be a 'true' ranger. Found only on distant worlds, far away from the Core, the Beast Master is often an elf or human.

ROGUE

Similar to the fighter and the wizard, the rogue character continues to offer a set of talents that are unmatched and still found in high demand. Rogues rely on skill, stealth, and exploiting their opponent's weaknesses to win the upper hand. They are characters of irrepressible wit, charm, and an uncanny luck that allows them to triumph in seemingly impossible situations. Of all the classes available to play, the rogue is the most skilled and the most versatile. Many rogues focus on stealth and intrigue to accomplish their goals, while others focus on physical skills such as climbing and tumbling, while others focus on technical specializations such as bypassing Arctechnology or hacking advanced computer systems.

   For thousands of years, individuals with these talents have thrived and it remains no different in the modern galaxy. More than any other character class, the rogue has adapted their capabilities to meet modern demands.

ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available for a rogue and are easily adapted into the Spelljammer setting:

Thief: Sadly thieves continue to thrive in the modern galaxy. Whether part of interstellar criminal organizations or just a petty criminal, this particular career is far from uncommon. Some individuals within this archetype consider themselves treasure seekers or explorers but they are the exception in an otherwise selfish lot.

Assassin: Assassins are fairly prolific throughout Known Space. They should not be confused with Bounty Hunters, who function within a legal organization. Assassins, instead, are hired killers who operate beyond the scope of the law. Some are employed by governments, others are individual operators who kill for coin. Government operatives tend to lean away from the title 'assassin' and prefer Intelligence Agent, or spy.

Inquisitive: Off all the Roguish Archetypes the Inquisitive is considered the most upstanding. Most are law enforcement detectives working for planetary or interstellar organizations, while others are private investigators offering their services for a fee. Either way, this archetype holds to the belief that it takes a thief to catch a thief.

Mastermind: This archetype is most commonly represented within criminal organizations. The brains behind these operations are often masterminds, although finding members of this archetype within corporate or political arenas isn't uncommon.

Scout: Found mostly in military organizations, scouts can also be found in national parks and game reserves, and the occasional outer world where their talents remain in high demand.

Swashbuckler: No longer the courtier of ages past, swashbucklers in the modern galaxy are duelists, showman, or the eccentric nobleman, rare but still found on planets across the galaxy.

SORCEROUS ORIGINS

The Breaking changed sorcerers dramatically. Most quickly realized they were channelers and their previous beliefs that their magic came from a divine or genetic origin were quickly dispelled. For others, the transition caused madness or rage. No longer fully understanding their power, many sorcerers unleashed their magics on an already crippled galaxy. The result of these outbursts was the ostracization of arcane spellcasters unaffiliated with the Collegium and the end of sorcerer spellcasters in the galaxy.

CHANNELER

Channelers are born with in innate ability to harness and control magic, allowing them to connect directly to magic, and use it to power their enchantments and spells. While this may seem like a channelers would reign unchecked, there's an important complication: controlling raw magical energy is a dangerous and taxing exercise, at least as difficult as heavy labor or prolonged exertion, and each spell a channeler casts leaves them weakened and vulnerable. In fact, channelers can exhaust their very lives by casting a spell that's too much for them to handle or by casting too many smaller spells in succession.

Sorcerer Level	Spell
1st	Arcane Channeling, Predetermined Spells, Overcasting
6th	Spell Absorption
14th	Channeling Fatigue Recovery
18th	True Channeling

ARCANE CHANNELING

Each time you cast a spell you must make a Constitution saving throw (with a DC equal to your Spell Save DC) or suffer a level of exhaustion. If you are already exhausted, your current level of exhaustion increases by 1.

 When you make this save while casting cantrips, you do so with advantage.

 You may attempt to lower your *arcane* fatigue by spending an action to make a Constitution saving throw, success will lower your current level of exhaustion by 1 (this has no affect on levels of   exhaustion gained by means other than spellcasting). If, in addition to the improvised action, you forgo your movement you make your Constitution saving throw with advantage.

  At 5th level, you now have advantage on saving throws to resist arcane fatigue when casting 2nd level spells or below. You gain advantage on these saving throws for spells of 4th level and below at 11th level, and spells 5th level and below at 15th level.

PREDETERMINED SPELLS AND OVERCASTING

At 1st level, you select all 15 spells you would know. Unlike other spellcasters, you do not learn new spells, nor do you choose different spells as you advance in your career. Your spellcasting is innate, mystical, and your path is chosen at birth. These spells often reflect both your subconscious and your personality, with defined themes of capability versus a wish list of ideal spells for combat.

  A benefit of this predetermination is the ability to Overcast. Unlike other spellcasters, you may cast spells beyond your normal limits. When Overcasting, the possible exhaustion level of your arcane fatigue is increased by 1 for every spell level cast beyond your normal maximum.

   When Overcasting your Constitution saving throw to resist arcane fatigue the DC increases by 2 for every level above your maximum casting level.

SPELL ABSORPTION

At 6th level, you can now attempt to absorb incoming magic spells and restoring some of your arcane reserve.

As a bonus action, if you are targeted by a spell, and are aware of the incoming spell effect, you can attempt to absorb and convert the spell's energy instead of suffering the intended effects by succeeding on the spell's saving throw. Instead of suffering the secondary effects, you now have absorbed the spell and can use that spell energy to restore a spent spell slot of equal level or lower.

CHANNELING FATIGUE RECOVERY

At 14th level, you may attempt to recover from Arcane Fatigue as a bonus action each round.

TRUE CHANNELING

At 18th level, you may cast any spell of 5th level or lower from the Channeler Spell List by spending 1 sorcery point in addition to the required spell slot.

PSION

The striking fist or flashing sword pales beside a psion's focused stare. Psionic powers arise from a regimen of strict mental discipline developed over months and years of self scrutiny and subconscious discovery. Those who overcome their personal demons, fears, and other pitfalls of intense self-reflection learn to call upon an internal reservoir of psionic power.

   Psions are sorcerers who draw their power, not from magic, but from focused mental powers they manifest independently. Because of this, Psions select spells only from the Psion Spell List.

PSION FEATURES

Sorcerer Level	Feature
1st	Psionic Spellcasting, Psionic Discipline, Psionic Focus
6th	Discipline Affinity
14th	Expanded Discipline Powers
18th	Discipline Mastery

PSION SPELL LIST

Here is the list of spells you consult when you learn a psion spell. The list is organized by spell level, not character level.

   Each spell is in the *Player's Handbook*, unless it has one asterisk (a spell in *Xanathar's Guide to Everything*), two askterisks (a spell in *Tasha's Cauldron of Everything*), or three asterisks (a spell in Chapter 6).

CANTRIPS (0 LEVEL)

Control Flames*
Friends
Gust*
Message
Mind Sliver**
Minor Illusion
Primal savagery*
Resistance
Shape Water*
Shocking Grasp
Spare the Dying
True Strike
Vicious Mockery

1st LEVEL

Absorb Elements*
Beast bond*
Body Control***
Catapult*
Cause Fear*
Charm Person
Combat Telepathy***
Cure Wounds
Dissonant Whispers
Earth Tremor
Expeditious Retreat
Inertial Armor***
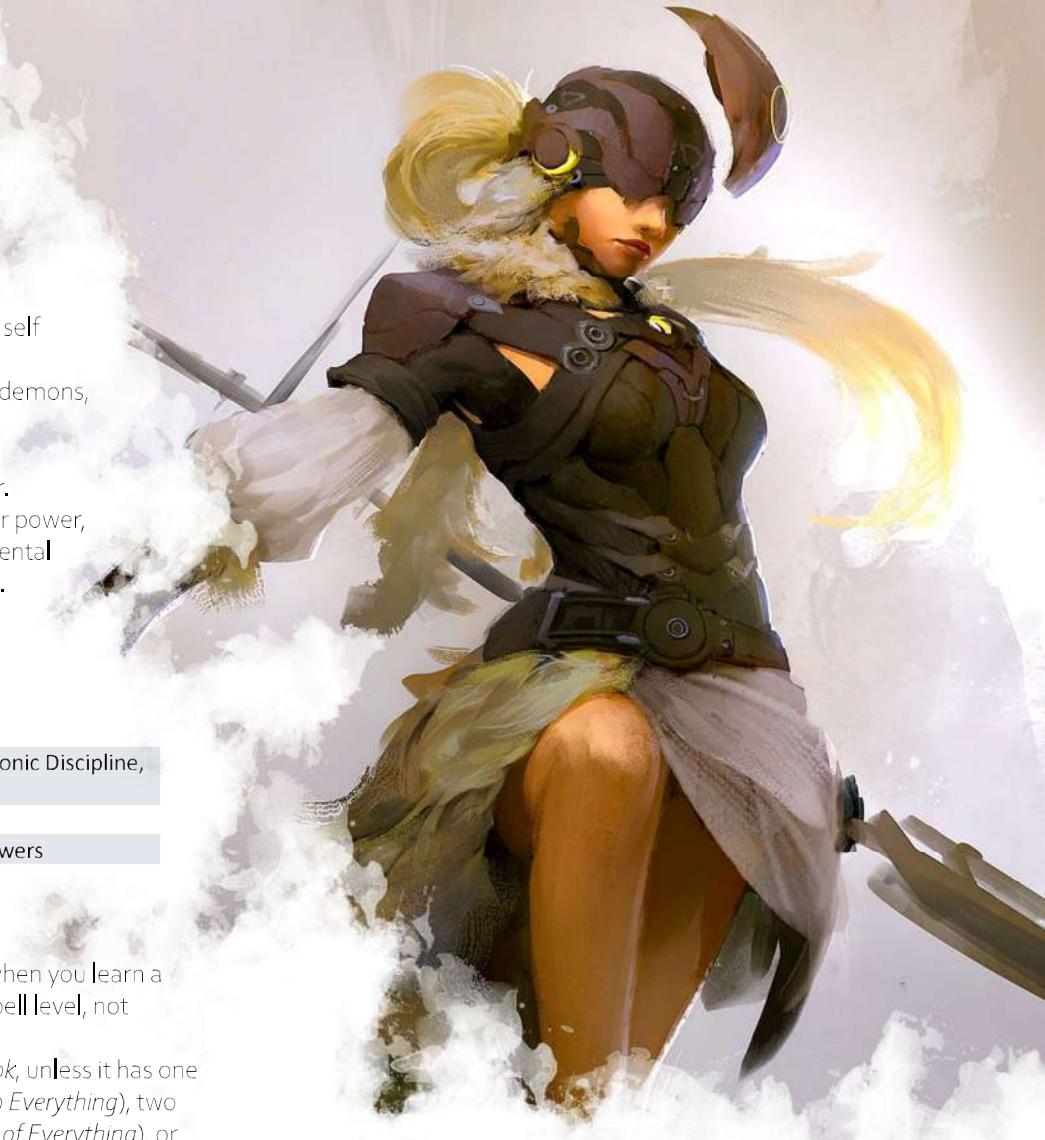Jump
Longstrider
Silent Image
Tasha's Hideous Laughter

2nd LEVEL

Alter Self
Calm Emotions
Cordon of Arrows
Crown of Madness
Detect Thoughts
Earthbind*
Enhance Ability
Enlarge/Reduce
Enthrall
Heat Metal
Hold Person
Lesser Restoration
Levitate
Mind Spike*
See Invisibility
Shatter
Snare
Spider Climb
Suggestion
Tasha's Mind Whip**
Warding Wind

Zone of Truth

3RD LEVEL

Catnap*
Clairvoyance
Enemies Abound*
ESP***
Fear
Fly
Haste
Hypnotic Pattern
Intellectual Fortress**
Life Transference*
Lightning Bolt
Major Image
Martial Precognition***
Nondetection
Protection from Energy

Sending
Slow
Thunderstep*
Water Walk

4TH LEVEL
Biofeedback***
Charm Monster*
Compulsion
Confusion
Dominate Beast
Hallucinatory Terrain
Phantasmal Killer
Polymorph
Postcognition***
Precognition***
Stoneskin

5TH LEVEL
Bigby's Hand
Control Winds*
Dominate Person
Dream
Geas
Hold Monster
Legend Lore
Mislead
Modify Memory
Rary's Telepathic Bond
Synaptic Static*
Telekinesis

6TH LEVEL
Disintegrate
Eyebite
Feign Death
Find the Path
Mass Suggestion

Mental Prison*
Move Earth
Otto's Irresistible Dance
Programmed Illusion
Scatter*
Scrying
Tenser's Transformation*
True Seeing

7TH LEVEL
Celerity***
Mirage Arcana
Power Word Pain*
Project Image
Regenerate
Reverse Gravity
Whirlwind*

8TH LEVEL
Antipathy/Sympathy
Dominate Monster
Feeblemind
Glibness
Maze
Maddening Darkness*
Mind Blank
Power Word Stun
Telepathy

9TH LEVEL
Foresight
Invulnerability*
Power Word Heal
Power Word Kill
Psychic Scream*
Singularity***
True Polymorph
Weird

PSIONIC SPELLCASTING
A 14th level, your abilities with your chosen discipline continues to grow, allowing you to gain the following benefit with your selected discipline.

Subtle Spell Metamagic – without somatic or verbal components.

PSIONIC DISCIPLINE
At 1st level, you choose a psionic discipline as your primary psionic power. The discipline you select provides you with a specific feat and will gain additional power through features you gain later.

PSIONIC DISCIPLINES

DISCIPLINE	Feature
Clairsentience	Extra Sensory Perception Feat
Psychometabolism	Mind Over Body Feat
Telekinesis	Telekinesis Feat
Telepathy	Telepathy Feat

PSIONIC FOCUS
At 1st level, you gain a benefit any time you are maintaining Concentration on a spell. The benefit is based on your Psionic Discipline.

For the Clairsentience Discipline, you may take the Dodge action as a bonus action on your turn.

For the Psychometabolism Discipline, you gain advantage on Strength, Dexterity, and Constitution ability checks.

For the Telekinesis Discipline, you may create an invisible barrier of telekinetic force that protects you, granting a +2 bonus to your Armor Class.

For the Telepathy Discipline, you have advantage on all saving throws versus effects that would leave you frightened or charmed.

DISCIPLINE AFFINITY
A 6th level, your abilities with your chosen discipline continues to grow, allowing you to gain the following benefit with your selected discipline.

For the Clairsentience Discipline, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an exploding grenade. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

For the Psychometabolism Discipline, when you are maintaining your Psionic Focus, you are immune to the stun effect, your melee weapon attacks deal and extra 1d4 points of damage, and can take the Dash action as a bonus action.

For the Telekinesis Discipline, your telekinesis becomes controlled, allowing you to paint a painting, braid hair, or wield a weapon. As an Attack action, this allows you to make a single attack with an unattended weapon, moving the weapon up to 60 feet before the attack. Resolve the attack normally, except you may use your Charisma modifier to determine bonuses to attack and damage rolls.

For the Telepathy Discipline, when cast an enchantment or illusion spell that targets only one creature, you can have it target a second one.

Discipline Aptitude

A 14th level, your abilities with your chosen discipline continues to grow, allowing you to gain the following benefit with your selected discipline.

For the Clairsentience Discipline, your extra sensory perceptions have improved to the point that you can no longer be surprised, and you gain a bonus to initiative rolls equal to your proficiency bonus.

For the Psychometabolism Discipline, you no longer age or suffer from affects that would age you.

For the Telekinesis Discipline, as a reaction, you can now affect forms of energy (fire, force, lightning, or thunder), not just objects. To successfully manipulate energy, be it natural effects, powers, spells, or a dragon's breath you must make an Intelligence saving throw (with the DC equal to the effect). A successful saving throw allows you to redirect the attack, a failed saving throw results in you taking full damage.

For the Telepathy Discipline, you may now telepathically speak with sentient creatures, even if they don't speak a language. You can now shape their empathic messages into coherent and complex communication.

Discipline Mastery

A 18th level, your abilities with your chosen discipline continues to grow, allowing you to gain the following benefit with your selected discipline.

For the Clairsentience Discipline, you are unhindered by the conditions of blinded or deafened, invisible creatures
within 120 feet are readily apparent to you and they gain no advantage in combat. In fact, no attack roll has advantage against you while you aren't incapacitated.

For the Psychometabolism Discipline, at the start of your turn, you regain hit points equal to 3 + your Constitution modifier.

For the Telekinesis Discipline, you gain resistance to bludgeoning, piercing, and slashing damage and creatures that come within 10 feet of you must succeed on a Strength saving throw or be subject to the effects of the *slow* spell.

For the Telepathy Discipline, you can link your psionic might with other psionic creatures, creating an entity more powerful than the sum of its parts. You can connect with up to nine other willing psionic creatures within 60 feet in an effort that lasts up to 10 minutes. Through this connection you can pool the collective spell slots of all participants and have access to all powers known by each member of the *metaconcert*. As conductor, you direct the groups efforts by casting spells, with a +1 bonus to your spell save DC, or spell attack modifier, for each member of the group. As you cast spells you must decide which of the members will lose a spell slot to power the spell you've selected, although it is not required that this member know the spell you have selected to cast. You cannot take more actions than you normally do, despite the resources available to you, and other members of the *metaconcert* cannot cast spells while they are included (but may take other actions as normal).

 Once linked, the participants must remain within a 60-foot radius and, as a group, can move at a speed of 10 feet. All participants who leave before a *metaconcert* ends causes the total spell slots available, and available spells, to recalibrate.   All participants who leave the *metaconcert* reclaim their unspent spell slots.

You can dismiss the *metaconcert* at any time.

WARLOCK

The warlock is defined by the pact made with an otherworldly being. This shouldn't be confused with the relationship between a cleric and their god or those that arbitrate the Divine Covenant, as the beings that serve as a warlock's patron are not gods. Almost exclusively these extraplanar patrons are demon princes or arch devils. Most often these arrangements mirror those of a master and slave, with the warlock trading deeds for greater power, often culminating in the warlock offering up their very soul for power on the Prime Material Plane.

Paradoxically, the rise of the Pragmatic Order has resulted in an increase in these Pacts with other powers. Those individuals seeking power can no longer find patronage with gods of trickery or murder, and instead they turn to other beings.

OTHERWORLDLY PATRONS

While all options are available to warlock characters, these subclasses are the most common in the Spelljammer setting:

The Fiend. This patronage is the most prolific in the galaxy and is best represented by the interstellar organization the Tenth Pit. All species can succumb to temptations of the Fiend, and many do.

The Great Old One. This patron is alien and mysterious, harkening to a time before the Unified Prime before the rise and fall of the Elves, before time itself. Followers of the Great Old One are almost exclusively reptilian species such as Lizardfolk, the Yuan Ti, and the Hurwaeti.

The Undying. *(Sword Coast Adventurer's Guide)* These patrons are less common but not absent from Known Space. Cults dedicated to their power are found on Charon and near Dead Space in large numbers but can be found in other systems as well

The Hexblade. *(Xanathar's Guide to Everything)* Warlocks with these patrons still exist but have found their power diminished in a galaxy filled

with advanced technology causing the denizens of the Shadowfell to craft new and terrible instruments of death and destruction.

The Celestial. *(Xanathar's Guide to Everything)* These warlocks receive their power from disenfranchised powers from the Upper Planes that aren't content with the Divine Covenant and seek to disrupt the cosmic balance.

WIZARD

Despite the wide use of magic (in the form of materium) only a few can wield magic and of those that can the wizard stands at the pinnacle of the craft. Wizards call the use of the magic "the Art" and arrive at their mastery of magic use after years of careful study and practice. What separates a wizard from a warlock or a channeler? Control. More than any other mortal being who manipulates Materia, the wizard is in control of the magic, in control of their choices. That control comes with significant responsibility and to address this wizards often create organizations. In the Spelljammer campaign setting this organization is the Collegium.

ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature. The following Arcane Traditions are available to a wizard in the Spelljammer campaign setting.

School of Abjuration. This school of magical defense is quite common within the Collegium with specialists graduated to work in corporate defense and law enforcement, known colloquially as "spell cops".

School of Conjuration. This school of study remains popular with most practitioners finding work in corporations, although Conjurers often are derided as the quintessential 'party trick' magician.

School of Divination. Diviners remain an important and prolific school that routinely has graduates work in government, corporate, and affluent organizations who see the value in hedging against chance.

School of Enchantment. Enchantment is a highly regulated school of study, forcing enchanters to register with local authorities before practicing their craft. However, the euphoria and whimsy offered by this school is always in high demand.

School of Evocation. This school of study has become rare over the past few decades. The galaxy has become more stable and the demands of evocation have waned. Evokers still command powerful magic, however, and the school remains important, if lightly attended.

School of Illusion. Another school that requires stringent regulation, Illusion is extremely popular in entertainment and corporate settings. Light shows, virtual vacations, and daily illusions are in high demand from all segments of the population.

School of Necromancy. There are very few necromancers and those that do study in this school continue to research the ability to heal with 'arcane' magic, thus far without success.

School of Transmutation. Transmuters are another common specialty from the Collegium, found in high demand in many corporate and military organizations.

War Magic. Founded during the Insectare War, the Magus Corp is filled with war wizards, although nearly a century of peace has resulted in fewer students each year.

Bladesingers. This tradition is found only on Garden and only among the elves. It is, therefore, exceedingly rare and most consider bladesingers a legend from the distant past.

INTRODUCTION

There are hundreds of planets within the League of Aligned Worlds and countless more yet undiscovered, each with a rich and unique culture. Some of these planets have access to arcanium technology while others are less advanced but still vibrant civilizations braving oceans with sailing ships, just entering their Iron Age, or completing their Industrial Revolution. Because of this vast canvas, characters can come from nearly any background or technological level. In many ways the Spelljammer campaign setting is one where the answer to a player's character idea is likely, yes. However, if you hope to play a game focused on the League of Aligned Worlds and set your adventures in Known Space then this chapter will serve as a guide for character creation.

This chapter includes new options for characters in the Spelljammer campaign setting, including new armor, weapon, and skills to existing character classes. There are four new skills (Arcanium Technology, Computer, Physical Science, and Psionics) introduced in this chapter, along with several new Tool and Vehicle proficiencies. Next, the chapter will explore ten new backgrounds and how to utilize traditional backgrounds while adventuring in the Void. Finally, several feats are introduced, use of which is optional, which allow characters to showcase expertise in modern technology or enjoy the advantages of membership with certain interstellar organizations.

ARMOR AND WEAPON PROFICIENCIES

There are many worlds where characters won't have access to advanced arms and armor and will default to traditional armor and weapon proficiencies but for characters within the League, or those that have been exposed to arcanium technology, they gain access to new armor and weapon proficiencies.

For traditional classes, the proficiencies listed below are in addition to the armor and weapon proficiencies they have gained as part of their character class.

There are occasions when a player may select a character class that could have access to armor and weapon proficiencies with which they have had no previous exposure. In those cases, the character shouldn't begin play with a proficiency in advanced technology but could learn these proficiencies when they find such equipment and spend time learning to use them. This would be accomplished by the character spending time during a Downtime Activity training with the respective weapons or armor.

Additional Weapon and Armor Proficiencies

Class	Proficiencies
Barbarian	Machine Guns
Bard	Monofilament dagger, monofilament sword, pistols, vibro weapons
Channeler	Simple weapons, Pistols
Cleric	Pistols
Druid	-
Engineer	Light armor, simple weapons, pistols, shotguns, submachine guns
Fighter	Heavy Weapons
Outlander	Light and medium armor, simple and martial weapons
Paladin	-
Psion	Light armor, pistols
Ranger	-
Rogue	Monofilament dagger, monofilament sword, pistols, submachine guns, vibro weapons
Sorcerer	Pistols
Warlock	Pistols
Wizard	Pistols

STARTING EQUIPMENT

The starting equipment gained by class selection includes weapons, armor, and equipment considered useful for upcoming adventures. However, the arms, armor, and equipment that come with traditional classes may be antiquated or inappropriate for space travel or adventures in a modern cityscape. To address these possible conflicts, you can modify your starting equipment by adhering to the following guidelines.

WEAPONS

If you class offers a specific simple or martial melee weapon, you can choose any modern weapon of the same type (simple or martial) from the Equipment chapter. For example, if you were creating a rogue character and gained access to a rapier or short shortsword, you could replace it with a vibroblade or monofilament sword.

If your class offers a specific simple or martial ranged weapon and ammunition, such as a shortbow with arrows or a hand crossbow with bolts, you could instead choose any simple or martial weapon with which you have proficiency. Continuing the example, a rogue character could substitute a starting shortbow and arrows with a submachine gun and 2 clips of ammunition.

ARMOR

Similar to updating starting weapons, armor can be upgraded to a modern equivalent. You can choose any modern armor of the same type (light, medium, or heavy) from the Equipment chapter. Using the example of the

rogue character, if you do not want to wear leather armor, you could instead substitute armored clothing as your armor of choice.

EQUIPMENT PACKS
You can replace any pack you gain from your class selection with one the equipment packs found in the Equipment chapter, or you can purchase a pack at the listed price.

STARTING GOLD
Gold pieces are rarely used in League space, replaced with the league credit. However, the league credit (LC) is based on a gold standard, elevating the value of the precious metal due to its ability to conduct materium efficiently for most arcanium technology. You may substitute your starting gold pieces with league credits, if it is applicable to your character.

If you choose to roll for starting gold to purchase equipment,

SKILLS
In Spelljammer, there are four new skills, including the use arcanium technology (and more specifically the use of computers), the understanding of physics and mathematics, and studying the use and history of psionics. There are also new uses for traditional skills found in the *Player's Handbook*. This section will detail these new skills and the new use of traditional skills in your campaign.

NEW SKILLS
In addition to the skills gained from traditional classes, the following new skills are now available when choosing starting skills when creating your character.

Additional Skills

Class	Proficiencies
Artificer	Arcanium, Technology, Computer, Physical Science
Barbarian	-
Bard	Computer, Physical Science
Cleric	Physical Science
Druid	Physical Science
Fighter	-
Paladin	-
Ranger	-
Rogue	Arcanium Technology, Computer, Physical Science
Sorcerer	Physical Science, Psionics
Warlock	Physical Science
Wizard	Arcanium Technology, Physical Science

Skills are related to each ability score as shown in the following list. See an ability's description in the later sections for examples of how to use a skill associated with an ability.

Strength
Athletics

Dexterity
Acrobatics
Sleight of Hand
Stealth

Intelligence
Arcana
Arcanium Technology
Computer
History
Investigation
Nature
Physical Sciences
Psionics
Religion

Wisdom
Animal Handling
Insight
Medicine
Perception
Survival

Charisma
Deception
Intimidation
Performance
Persuasion

STRENGTH
Strength remains a measurement of physical power, body control, and athletic training. Strength checks are used when you attempt to lift, pull, push, or break something, or when you apply brute force to solve a problem.

Athletics. Your Strength (Athletics) check is used when you need to climb, jump, or swim. In Spelljammer, Athletics can also be used in long distance running, skydiving, scuba diving, or (with training) to navigate zero-gravity or high-gravity environments.

Other Strength Checks. The DM might also call for a Strength check when you try to accomplish tasks like the following:
- Forcing open a locked, manual hatch
- Pushing through a crowded starship corridor
- Standing and moving in a high-gravity environment
- Pushing a supply crate out of the way

DEXTERITY
Dexterity measures your coordination, reflexes, and balance. Dexterity checks are used when attempting to move with grace, speed, or delicacy. This includes attempts to sneak or to navigate difficult terrain. The Acrobatics, Sleight of Hand, and Stealth skill checks reflect specific talents with certain kinds of Dexterity checks.

Acrobatics. Your Dexterity (Acrobatics) check is used when you need to stay on your feet in difficult

to hide items and weapons from security sweeps. Pick pockets still exist but hiding a pistol before a dangerous meeting is an almost universal need in modern negotiations.

   Stealth. The Dexterity (Stealth) check is made when you attempt to conceal yourself from enemies, slip past a guardian construct, or slip into the crowd.

   Other Dexterity Checks. The DM might also call for a Dexterity check when you try to accomplish tasks like the following:

- Disable an explosive
- Slip out of handcuffs
- Navigate through an asteroid field in a starship
- Fold origami

CONSTITUTION

Constitution is a measure of your physical durability, general health, and ability to withstand physical pain. Constitution checks are uncommon, as there are no skills linked to Constitution, however these checks are often made when you are pushed beyond your normal physical limits.

   Other Constitution Checks. The DM might also call for a Strength check when you try to accomplish tasks like the following:

- Holding your breath
- Going without sleep
- Maintaining consciousness in extreme environments, such as passing near a blackhole or during dogfighting maneuvers in a starfighter

INTELLIGENCE

Intelligence is a measure of memory, mental acuity, and understanding of logic. Important in any campaign, in Spelljammer an Intelligence check is likely the most common ability check that will be made and includes the most skills of any one ability score. An Intelligence check is made any time you need to draw on logic, education, memory, or reasoning.

   Arcana. The Intelligence (Arcana) check measures your understanding of information about spells, magic items, magical traditions, and the planes of existence. An Intelligence (Arcana) check does not encompass knowledge of materium technology, as the application of materium radiation is more scientific than esoteric. An Intelligence (Arcana) check would be made to identify a dimensional vortex or diagnosing magical side effects from exposure to a wild or dead magic nebula.

   Arcanium Technology. The Intelligence (Arcanium Technology) check measures your ability to comprehend how arcanium technological devices work. These devices are all powered by materium, and this skill focuses on the

circumstances. In Spelljammer, you may use Acrobatics to avoid falling when your ship is hit by an unshielded attack or when navigating a laser security grid.

   Sleight of Hand. Your Dexterity (Sleight of Hand) check remains a skill used to plant an item on someone else, to pick a pocket, or other acts of legerdemain. In Spelljammer this skill is more commonly used

theories behind their function. You would use this skill to develop new technologies, to modify or sabotage a device, or to identify a malfunction. This skill does not replace the Tool Proficiency needed to conduct repairs on more complex forms of technology, most notably starships and vehicles but does provide you with an understanding of how those complex devices work. Understanding that something isn't working and knowing how to fix it are two distinct capabilities.

Computer. This a new skill in the Spelljammer campaign setting that encompasses any technological interface. The Intelligence (Computer) check includes knowledge of software programs and their exploits, not the hardware (which is covered by the Arcanium Technology skill).   The Intelligence (Computer) skill can only be used when the technology allows for a user interface, such as a databook a termina, a ship system, or a door access panel.

An alternative use of the Intelligence (Computer) is to gain unauthorized (and often illegal) access to technological system. Much like picking a lock or disarming a trap, accessing a system takes time and is generally not accomplished during combat. If your Intelligence (Computer) check misses the DC by 10 or more then the system you are attempting to access locks down and no further attempts to access it will be successful. Common applications include accessing a security system, opening a door, disabling an alarm, or accessing financial information.

History. The Intelligence (History) check reflects your ability to recall significant individuals and past events, including wars, conflicts, and political events that shaped the galaxy. This skill encompasses more than one planet or culture, instead including the ability to recall facts from all planets in Known Space (although more obscure information will be represented with higher DC targets by your DM).

Investigation. Your Intelligence (Investigation) check remains a skill used to search for information and draw conclusions from your discoveries. The Intelligence (Investigation) check includes forensic and detective work accomplished by law enforcement and bounty hunters throughout the galaxy.

Nature. Your Intelligence (Nature) check measures your understanding of meteorology and the non-medical life sciences (biology, botany, ecology, and paleontology). As with the other Intelligence Skills, the Intelligence (Nature) check is not limited to one planet or species but includes an understanding of all known species and natural environments. The Intelligence (Nature) check might be used to identify the day/night cycle of a specific planet, to identify an unknown plant or animal, or if an environment is toxic.

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Physical Sciences. Your Intelligence (Physical Sciences) check reflects your understanding of non-living systems. This includes the fields of astronomy, chemistry, geology, and physics. The Intelligence (Physical Sciences) check can be used to identify constellations, identify seismic or volcanic activity, or to anticipate the movements of heavenly bodies.

Psionics. The Intelligence (Psionics) check measures your ability to recall information about psionic abilities, psionic organizations, psionic creatures, and the understanding of how psionics manifests.   You might use an Intelligence (Psionics) check to identify a new psionic species or to determine which powers caused a particular effect.

Religion. Your Intelligence (Religion) check is made when you attempt to recall lore from the thousands of religions and myths from the hundreds of cultures found in Known Space. This skill also covers your understanding of the Divine Covenant and the peaceful conclusion to the Gods War. An Intelligence (Religion) check would be made to identify a particular cult or to properly complete the Sigilltine Rites, as prescribed by the Pragmatic Order.

Other Intelligence Checks. The DM might also call for an Intelligence check when you try to accomplish tasks like the following:
- Estimating the value of a ship's manifest
- Forging an identity or organization
- Calculating the trajectory of a meteor
- Solving a riddle

Wisdom

Wisdom represents your intuition sense of awareness, and perceptiveness. Wisdom checks might measure your ability to read body language, care for the sick, or how well you connect to your surrounding environment.

Animal Handling. Your Wisdom (Animal Handling) check measures your ability to calm an animal, keep a creature from becoming spooked, or to understand an animal's intentions. This check applies to any creature with an animalistic intelligence thus encompassing more than just 'traditional' animals.

Insight. Your Wisdom (Insight) check determines whether you can understand a creature's true intentions, often hedging against deception. This involves reading body language, speech patterns, and other mannerisms. This skill can also be used to better understand when language remains a barrier between two species and is often used by ambassadors still learning from a new culture.

Medicine. Your Wisdom (Medicine) check is used when performing first aid, complex medical procedures, or diagnosing illnesses. This check reflects your medical experience with your own species but also every other

known species in the galaxy and includes, but is not limited to, specialties in anatomy, immunology, genetics, neuroscience, physiology, and toxicology.

Perception. You use the Wisdom (Perception) check to spot, hear, or notice the presence of something. The Wisdom (Perception) check is a measure of your general awareness and the acuteness of your senses. This check can be used to detect the sounds of starships flying overhead or to uncover an attempt to conceal a pistol.

Survival. Your Wisdom (Survival) check is to follow tracks, hunt down game, and navigate natural terrain. In alien environments, this skill can be used to identify if plants or animals are edible, if water is potable, and to isolate shelter from local weather patterns.

Other Wisdom Checks. The DM might also call for a Strength check when you try to accomplish tasks like the following:

- Get a bad feeling about a course of action
- Discern if an unknown species is hostile or passive
- Identify the apex predator of a new environment

CHARISMA

Charisma is a measure of your ability to interact effectively with others. This can be a reflection of physical beauty but more often reflects confidence, elegance, and charm. Charisma checks are used when you try to influence others, tell a lie, or put on a performance.

Deception. Your Charisma (Deception) check determines whether you can hide the truth, either through spoken word or action. This covers everything from confusing doublespeak to outright lies. You might use this skill to disguise yourself when passing check point, mislead a port authority regarding smuggled cargo, or fast-talk your way out of a citation for an unregistered weapon.

Intimidation. Your Charisma (Intimidation) check is used when you attempted to influence someone with threats, hostile actions, or subtle coercion. Examples include trying to pry information out of a street urchin, cause a mugger to back down, or convince a crime lord you shouldn't be trifled with.

Performance. You use the Charisma (Performance) check to determine how well you can accomplish the act of playing music, dancing, acting, storytelling, comedy, or some other form of entertainment.

Persuasion. Your Charisma (Persuasion) check is used when you attempt to influence an individual or group with social grace, tact, or a positive nature. The Charisma (Persuasion) check is used in diplomatic circles to negotiate peace or trade agreements, in corporate environments to motivate employees, or in the military to inspire their soldiers before a battle.

Other Charisma Checks. The DM might also call for a Charisma check when you try to accomplish tasks like the following:

- Blend into a crowd to overhear gossip
- Befriending a new alien species
- Successfully navigating a Torilian state dinner
- Convincing a Dhoru to enter a dark cavern

Backgrounds

The backgrounds described in the *Player's Handbook* are all quite common in the Spelljammer campaign setting, albeit adjusted for the modern interstellar environment. This section of the book focuses on additional backgrounds unique to the League of Aligned Worlds and the surrounding star systems.

As found in the *Player's Handbook*, each of the backgrounds available in this section provide proficiencies, languages, equipment, and a background feature. Most of these backgrounds also offer variant forms as well. For personality traits, ideals, bonds, and flaws, the backgrounds in this section recommend a similar background in the *Player's Handbook* for comparable characteristics.

Arcaneologist

You have spent years, perhaps decades, of your life studying the ancient culture, language, and technology of the Arcane. The modern galaxy only exists because of the miraculous technology of this, now dead, elder species. You have analyzed thousands of texts and chased down rumors in the hope of finding lost outposts of the Arcane. Once discovered, you have surveyed and excavated the area, hunting for relics from the past.

You have an uncanny understanding of their culture, history, art, and their technology and have gained a sense of independence from your expeditions into the unexplored regions of Known Space.

Skill Proficiencies:. Arcanium Technology, History
Languages:. Arcane, and one other of your choice
Equipment:. A credstick (with a 200 credit stipend), a datapad, display glasses with magnification, field tent, flashlight, and a fusion lantern.

Feature: Arcane Ruins

Your years of focused study have revealed an undiscovered location that once belonged to the Arcane. The exact nature and contents of this location are not known to you but could potentially reveal new technological concepts, priceless treasure, or artifacts from the past that allow you to publish your findings for the scientific community.

Work with your DM to determine the details of your discovery and its impact on the campaign.

Variant: Scientist

An alternative intellectual pursuit would be a background as a scientist, specializing in one of a dozen fields. Your time would be spent proving your theorems

and the undiscovered location would be a natural phenomenon that allows you to achieve a scientific breakthrough. Consider an astrophysicist who theorizes black holes allow ships to access the Border Ethereal without the need for an Arcanium Gate. You just need to plot your entry trajectory perfectly.

If you select the scientist variant, you have proficiency in Nature or Physical Science rather than Arcanium Technology.

Suggested Characteristics

Use the tables for the sage background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as an Arcaneologist.

Collegium Wizard

You are a member of the most prestigious magical organization in the history of the galaxy. You graduated from one of the many specialty schools and, while you may not have attended Founders Campus on Oerth, your class ring serves as a powerful statement of your academic accomplishments. As a member of the Collegium you are afforded access to any campus in the galaxy and are reflexively considered an expert in arcana.

Whether you parlayed your degree into corporate work, independent research, or public service, your affiliation with the Collegium elevates your social status in most environments.

Skill Proficiencies:. Arcana, History
Languages:. Two of your choice
Equipment:. A class ring (worth 100 credits), a databook, and a partially researched spell.

Feature: The Archive Esoterica

You have access to the Collegium library and do not have to endure the extensive interview process or pay the exorbitant fees normally required to enter the Archive. You have a working knowledge of the Archive's personnel and bureaucracy, navigating the prerequisites for research and access with relative ease. This includes access to the primary Archive on Oerth and the satellite campuses throughout the League.

Access to the Archives allows you to conduct spell research without the traditional associated costs and to an additional spell every time you gain a level in the Wizard class.

Suggested Characteristics

Use the tables for the sage background in the *Player's Handbook* as the basis for your traits and motivations,

modifying the entries as appropriate to suit your career as a Collegium Wizard.

COLONIST

You grew up on a world populated by hundreds of people not billions. The untamed wilderness or desolation of an outer world was your home. Whether you were born and raised on the colony or joined to seek adventure out on the Periphery your experience as a colonist has defined the last decade or more of your life.

There were many forms of responsibility and labor on the colony and the division of that labor was an important part of that community. You may have been a community leader, a farmer, an educator, or a tradesman but just as you gave to the colony, the colony gave something back to you in skills, memories, and sense of self-reliance gained by taming an unknown world and expanding civilization.

Skill Proficiencies:. Animal Handling, Survival
Tool and Vehicle Proficiencies:. One tool proficiency of your choice, Vehicle (Land – Mechanized)
Equipment:. A credstick (worth 20 credits), a scarf that belonged to someone special from the colony, a set of common clothes, and a tool kit associated with your Tool proficiency.

FEATURE: MAKING DO

Years of taming the environment and applying field repairs on your distant colony have made you well suited for creating and repairing items. You can craft items and only spend 25% of the market value (instead of the normal 50% cost) and you generate up to 10 credits worth of items per day (instead of the normal 5 credits).

SUGGESTED CHARACTERISTICS

Use the tables for the folk hero background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as a Colonist.

DIPLOMAT

In your earlier days, you held a diplomatic post in a noble court, corporation, or a government organization. You may come from an upper-class family but your talents, not the circumstances of your birth, secured you this appointment.

You may have been an ambassador on a border world just recently inducted into the League of Aligned Worlds, or you may have walked the halls of power on one of the core worlds of Krynn, Oerth, or Toril, or perhaps you were a corporate negotiator focused on expanding the wealth and reach of one of the larger interstellar corporations such as ExoGeo or Cormyr General Industries.

Even though you no longer hold the appointment, your relationships with your former associates can be an advantage to you and your friends. to stay on your feet in difficult circumstances. These connections allow you to navigate local difficulties, keep abreast of the latest events, and stay close to the wheels of wealth and power in the galaxy.

Skill Proficiencies:. Insight, Persuasion
Languages:. Two of your choice
Equipment:. A set of fine clothes and a credstick worth 200 credits.

Feature: Diplomatic Ties

Years working within government and corporate bureaucracies allows you to gain access to records and inner workings of any corporation or government you encounter. You know who wields influence, whom to go to for information, and the motivations of the respective actors.

Variant: Privileged Socialite

An alternative to the public service career of the Diplomat would be the Privileged Socialite. You stay within the same circles of power and wealth, but your connections are born from your family name. Sadly, this doesn't guarantee you will inherit or have access to your family's fortune (or that it still exists).

Suggested Characteristics

Use the tables for the noble background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as a Diplomat.

Game World Brawler

You spent your earlier years battling for the entertainment of trillions on the Game World of Nigel. The Games are considered by most to be the pinnacle of entertainment in League Space but you know those conflicts are harsh and brutal. You lost more than one friend during your time in the Battle Zones but you won acclaim and your fair share of money too.

Sadly, the money didn't last but there are still fans in the crowd that remember your time in the Grand Melee.

Skill Proficiencies:. Athletics, Performance
Tool and Vehicle Proficiencies: Armor Fabricator's Kit
Equipment:. A platinum statue awarded after winning a Melee (worth 100 credits), and a signature weapon from your time in the Battle Zones (typically a chain sword, assault rifle, or vibroblade).

Feature: Minor Celebrity

You can always find free lodging and food of a modest or comfortable standard (depending on the quality of the establishment) in exchange for a retelling of your time on the Game World. After confirming your identity, you become something of a local figure. Strangers will now recognize you in town, typically taking a liking to you.

Suggested Characteristics

Use the tables for the entertainer background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as a Game World Brawler.

MEDICUS CORPS VOLUNTEER

All you ever wanted to do was help people. You went to school and became a healer, taking your oath to aid the sick and dying quite seriously. While your fellow students graduated and joined hospitals or corporations you volunteered for the Medicus Corps, an interstellar organization dedicated to healing the sick without any expectation of payment.

Your time in the Medicus Corps took you all over the galaxy, treating the injured in conflict zones, containing viral outbreaks, and delivering children for over a dozen different species. You may not have made the money of your former class mates but your experiences have been priceless.

Skill Proficiencies: Insight, Medicine
Languages: Choose two of your choice
Equipment:. A first aid kit, a set of common clothes, a datapad with medical notes and saved holograms of your travels over the years, and a credstick worth 100 credits.

FEATURE: MEMBERSHIP

You are instantly recognized by fellow members of the Medicus Corps. When you are in a location where there is a field office or a coordinating center, you can access the medical facilities and supplies at no cost. Typically, the Medicus Corps expects you to volunteer some of your medical expertise to compensate them for the expense.

SUGGESTED CHARACTERISTICS

Use the tables for the guild artisan background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as a Medicus Corps Volunteer.

INITIATE OF THE PRAGMATIC ORDER

You discovered the wisdom and virtue of Baran's Word early in life. You dedicated yourself to the Pragmatic Order at an early age, and your parents were fully supportive of your choice. You can remember your early years, barely 12 years old, living in a humble cell at one of the off-world monasteries, memorizing the tenets of the Divine Covenant. You knew even then this was the path that you were destined to travel.

You weren't alone. There were dozens of children who believed just as strongly as you did, and each was assigned a role within the Pragmatic Order. Your ability to quickly memorize the Sigilltine Rites allowed you to excel and stand apart from your fellow initiates. It was only a matter of time before you joined the ranks of the Order.

You can remember Ceremony of Ascendance, when you had come of age and were allowed to select your calling within the Order. For some of your fellow initiates they became Intercessors, while others were ushered into the Chapter Houses of the paladins within the Order, and a handful walked away from the Order altogether.

Taking the Initiate of the Pragmatic Order background doesn't require you become a member of the Pragmatic Order but it does shape your life experience in the years before you choose to adventure. Most initiates do end up swearing a life of service within the Order, but some reject the teachings and forge their own path.

Skill Proficiencies:. Insight, Religion
Languages: Two of your choice
Equipment:. An oil-rubbed lavalier (consecrated in the Sigilltine Rites), a databook copy of the Divine Covenant, a set of common clothes, and a credstick worth 50 credits.

FEATURE: BLESSINGS OF THE RIGHTEOUS

As an initiate, you are considered a member of the Pragmatic Order and command a level of respect with citizens within the League of Aligned Worlds. You and your companions can expect to receive free treatment and care at Order temples and monasteries, though you must provide any material needed as offerings during these castings.

You might also have ties to a specific temple or monastery, and you will be offered residence there (but only you). This could be the temple where you first served or one you have since made your new home.

VARIANT: INPSYT AGENT

An alternative to the Order Initiate would be that of the Inpsyt Agent. As a member of this monolithic organization, you would replace any mentions of your faith and religion with the dogmatic teachings of Inpsyt, known internally as the Path and the Way.

If you choose this variant, you will replace your proficiency of Religion with Psionics and your equipment would change, replacing the lavalier of the Order with the emblem of the Inpsyt. You would retain the databook but it would include a copy of the Path and the Way and all statutes (both criminal and civil) that address the use of psionics within the League.

SUGGESTED CHARACTERISTICS

Use the tables for the acolyte background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as an Initiate of the Pragmatic Order.

Outcast

You are a social pariah, exiled from the community in which you were born and raised. A harsh punishment meted out to political radicals, heretics, undisciplined psions, wild mages, and channelers. Those that suffer from this fate are forced to create a new life for themselves and, often, hide who they are or what they have done.

On occasion, a person may choose exile instead of conforming to the societal demands of their homeland. Instead exploring foreign cultures and communities in, an often fruitless, hope of finding a new home, in hope of finding acceptance.

You could be a social or mystical outcast from your homeland or simply struck with a wanderlust to see what lies beyond the next moon, the next sunrise, the next star system.

Skill Proficiencies: Deception, Survival
Languages: Any two of your choice
Equipment: A keepsake from your homeland, a set of common clothes, and a survival suit.

Feature: A Curiosity

Your mannerisms, your appearance, or your extraordinary abilities mark you as a strange and foreign. You draw long glances, whispered conversation, and well-intentioned interest from academics and others intrigued by distant lands or bizarre manifestations of power.

You can use this attention to your advantage by gaining access to people and places you might not otherwise ever reach. Government officials, academics, and wealthy merchants, might be interested in hearing about your homeland or your strange powers.

Variant: Lag Worlder

An alternative to the Outcast is a Lag Worlder. If you come from one of these backward worlds you haven't been exposed to arcanium technology and remain in an antiquated technological cycle, be it an swords and plate armor or muskets and rapiers. In this variant, replace your survival suit with a complete set of arms and armor from your respective technological era.

Suggested Characteristics

Use the tables for the hermit background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as an Initiate of the Pragmatic Order.

SCAVENGER

The galaxy is full of treasure, if you know where to look. Working alone or in small groups is your preference, cutting the salvage claim is easier that way. You rely on your instincts to know if its worth the trouble to reclaim a supply crate from a floating derelict. One look at a drifting spaceship or blasted hover car is all you need to discern if it's worth the trouble and estimate how much loot can be pulled off that spent chassis.

Scavengers often become adventurers, especially when their territory becomes overrun or salvage operations are no longer permitted.

Skill Proficiencies: Investigation, Persuasion
Tool and Vehicle Proficiencies: Arc-Tech Tools, Mechanic's Tools
Equipment:. A set of workman's clothes, Arc-Tech Tools, Mechanic's Tools, a power pack, and a sensor array.

FEATURE: EXPERT LOOTER

You have an uncanny ability to find working material and salvage, even when others might miss it. When looking for valuable materials, either from a wreck, a ruin, or off the battlefield, you find twice the normal amount of goods normally assigned by the DM.

VARIANT: MERCENARY

An alternative to the Scavenger would be the Mercenary. As a soldier for hire the Persuasion proficiency allows you to negotiate the best possible contract and your ability to find battlefield salvage is just another way to put more credits in the bank. When using this variant, you would replace the Investigation proficiency with Intimidation.

SUGGESTED CHARACTERISTICS

Use the tables for the Charlatan background in the *Player's Handbook* as the basis for your traits and motivations, modifying the Entries as appropriate to suit your career as a Scavenger.

SOLOMNIA MILITARY ACADEMY GRADUATE

You have graduated from the most prestigious military academy in Known Space, the Solomnia Military Academy on Krynn. The Academy, as it is known to graduates, focuses on advanced military strategies and tactics. Known for combining infantry, assault armor, air, and naval troop movements together in integrated war games, SMA graduates are considered the most well-trained soldiers in the galaxy (with most being offered officer assignments upon graduation).

You may or may not have been offered an officer's rank when you graduated from the Academy but the strategic and tactical lessons learned from your years spent there result in most people considered you an elite soldier.

Skill Proficiencies:. History, Persuasion
Languages: One of your choice
Tool and Vehicle Proficiencies: Arc-Tech Tools or Mechanic's Tools, and a Vehicle proficiency of your choice
Equipment:. A set of fine clothes (Academy dress uniform), a heavy pistol, and a signet ring from your graduating class.

FEATURE: MILITARY TRAINING

As a graduate of the Solomnia Military Academy you have the legal authority to use Assault Armor and Heavy Weapons within the League of Aligned Worlds. You also enjoy an elevated position within military organizations and high society. You are welcome in those circles because people assume you have the right to be there.

SUGGESTED CHARACTERISTICS

Use the tables for the soldier background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as a Solomnia Military Academy Graduate.

Starship Captain

You have procured a small transport class starship or starfighter. After years of saving and scraping by on the space lanes of Known Space you earned enough credits to put money down on your own ship. During those years you dodged asteroids, escaped a stellar dragon, and floated through a dead magic nebula (almost running out of oxygen before the power systems were restored). Your first and last love is the ship you finally gained. Sure, you might only own about 10% of the ship today but that's enough to call it yours, and as long as you keep up your payments it will stay that way.

The need to consistently generate revenue has caused you to take on various jobs, including shipping materials, ferrying wealthy or desperate people across the galaxy, and deep space surveying. The odd jobs keep you busy but you don't mind.

Skill Proficiencies:. Athletics, Persuasion
Tool and Vehicle Proficiencies: Starship Engineering Tools and Vehicle (Starship)
Equipment:. An exo suit, a stellar map, and a credstick worth 20 credits.

Feature: A Starship

You own a starship, mostly. Considering the millions of credits required to buy a starship outright you've taken the step of financing your purchase with the help of one of the interstellar banks. You can choose between a small transport or a starfighter. Regardless of which you choose, you've only managed to reach 10% ownership, but each payment gets you closer to calling it yours completely.

To pay for the ship you need to generate revenue on an annual basis, with the bank expecting you to pay 10% of the ships value per year (only 12 payments away from paying off the loan!).

Variant: Smuggler

An alternative to the Starship Captain is to be a Smuggler. The experience is quite similar except you didn't find your funding from a legitimate financial institution. Instead, you borrowed from a criminal organization (likely from Bral or the Ormyrr Hegemony) and are required to pay back your benefactor or lose your ship. To make ends meet the jobs you find most easily are from your criminal contacts, and that's often shipping contraband across the galaxy.

Suggested Characteristics

Use the tables for the sailor background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your career as a Starship Captain.

FEATS

As a character increase in level, they gain more power and more options that reflect choices made by the character. Some DMs also allow the use of feats to further customize characters. Feats are an optional rule in Chapter 6 "Customization Options" of the Player's Handbook. The DM decides whether they are usable and may also decide some feats are available while others are not.

ACE PILOT
Prerequisite: Dexterity 13 or higher, Vehicle Proficiency (Starship – Transport or Starship – Starfighter).

You have a natural talent when piloting a starship. You can pull off maneuvers that other pilots would never attempt and seem to bond with your ship, flying on instinct more than protocol.

- Increase your Dexterity score by 1, to a maximum of 20.
- You have advantage on Constitution saving throws
- You gain expertise on Vehicle (Starship) checks
- If a starship you are piloting is hit by an attack, you can use your reaction to force the attacking ship or creature to reroll the attack roll.

BIOMECHANIC

You have mastered the integration of arcanium technology with the living body, granting you the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with biomechanic's tools.
- You gain the Medicine skill.
- You can attune one additional cybernetic augmentation above your normal maximum.

BODY MANIPULATION
Prerequisite: Insectare species

You have elected to be modified by Xixchil scientists to become more powerful, more perfect and, while you have choices on the result of this surgery, you may only take this feat once.

Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20, plus *one* of the following:

- You gain a flying speed equal to your movement
- You increase your base armor class by 2
- You embed a melee weapon into one of your limbs (granting a +2 bonus to hit with the weapon and you cannot be disarmed)

CHASSIS MODIFICATION
Prerequisite: Warforged species.

You have improved your physical form to become more formidable. You may take this feat multiple times, selecting different upgrades each time.

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20. Plus one of the following:
- You become more durable, increasing your hit point total by 1 for every existing level, and it increases by 1 every time you gain a level
- You harden your exterior armor, increasing your natural armor by 1
- Your gain +5 to your Passive Wisdom (Perception) and your Passive Intelligence (Investigation) checks
- You embed a one-handed weapon into one of your limbs (granting a +2 bonus to hit with the weapon and you cannot be disarmed)

CHEMIST

Time spent mastering chemical compositions and reactions has paid off, granting you the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with alchemist's supplies, if you don't already have it.
- With one hour of work, you can correctly identify the chemical composition of an object and produce a chemical agent that will result in a decomposition reaction. This chemical agent will cause 3d6 points of acid damage to the identified object.
- As part of a short rest, you can prepare a cleansing decontamination agent, provided you have the ingredients and your alchemist's supplies available. You can prepare enough of this agent for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who uses the agent gains advantage on their next saving throw against poison or disease.

Commando

Thanks to your extensive practice with modern weapons, you gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls
- You ignore the loading properties of pistols or submachine guns
- You can make an attack action with a pistol or submachine gun in your off-hand as a bonus action

Defensive Roll

Prerequisite: Dexterity of 13 or higher

You have specialized in explosives and gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you may not use it again until you roll initiative at the start of combat or until you finish a short or long rest.

Demolitionist

You have specialized in explosives and gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect explosives and traps using explosives
- You gain the Demolitions Tools proficiency
- You have advantage on saving throws made to resist explosion and fire damage
- You have resistance to damage caused by explosions and fire damage

Eidetic Memory

You can accurately recall any visual or audible experience with exceptional precision, granting the following benefits.

Increase you Intelligence score by 1, to a maximum of 20.
You can accurately recall anything you have seen or heard.
Your extreme attention to detail makes it difficult for you to be deceived, giving you advantage on Intelligence saving throws and Insight checks.

Extra Sensory Perception

Prerequisite: Wisdom 13 or higher

You have a sixth sense that alerts you when things aren't as they should be, giving you an edge in social situations and when danger is near. This results in the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You have advantage on Dexterity saving throws and you retain this benefit even if you are blinded or deafened but not if you are incapacitated
- You gain proficiency in the Insight and Perception skills

FIELD MEDIC
Prerequisite: Wisdom 13 or higher

You are a skilled physician and have experience mending wounds quickly in harsh conditions.

- When you use a first aid kit to stabilize a dying creature, that creature also regains 1 hit point
- When you use Medi-salve as a curative, you restore the maximum number of hit points with each application
- While you are using a first aid kit or making an Intelligence (Medicine) check, hostile creatures can't have advantage on attack rolls against you.

GAMBLER

You have natural talent for games of chance and tend to win quite a bit more than you should.

- You gain expertise with a Gaming Set of your choice.
- You gain the Insight skill.
- You have advantage on ability checks when playing games of chance.

HAND FIGHTING

You are highly skilled in unarmed fighting and gain the following benefits.

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Your unarmed strikes use a 1d4 for damage.
- When you hit a creature with an unarmed strike, you may use a bonus action to strike their throat and force the creature to succeed on a Constitution save (DC 8 + your proficiency bonus + your Strength modifier) or be unable to speak or make noise of any kind with their vocal cords for 1 round.

MARKSMAN
Prerequisite: Dexterity of 15 or higher

You are remarkably accurate and rarely miss your target

- Increase your Dexterity score by 1, to a maximum of 20.
- When you have advantage on a ranged attack roll, you can reroll one of the dice once.

MIND OVER BODY

You have trained your mind to gain mastery over your body, accessing your own, deepest capabilities, gaining the following benefits:

- Increase you Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- You can subconsciously prevent yourself from dying, allowing you to automatically succeed on any death saving throws.
- You suffering no harm from either hot or cold environments (or between -50 degrees and 140
- When you spend a Hit Die at the end of a short rest, you double the result of the die roll and then add your Constitution modifier (if any) to determine the number of hit points regained.

NEGOTIATOR

Well spoken and articulate, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Persuasion) checks.
- You gain proficiency in one of the following skills: Deception, Intimidation, Performance, or Persuasion.

SHIP GUNNER

Extensive training or natural talent have made you a crack shot with the main gun or a point defense cannon..
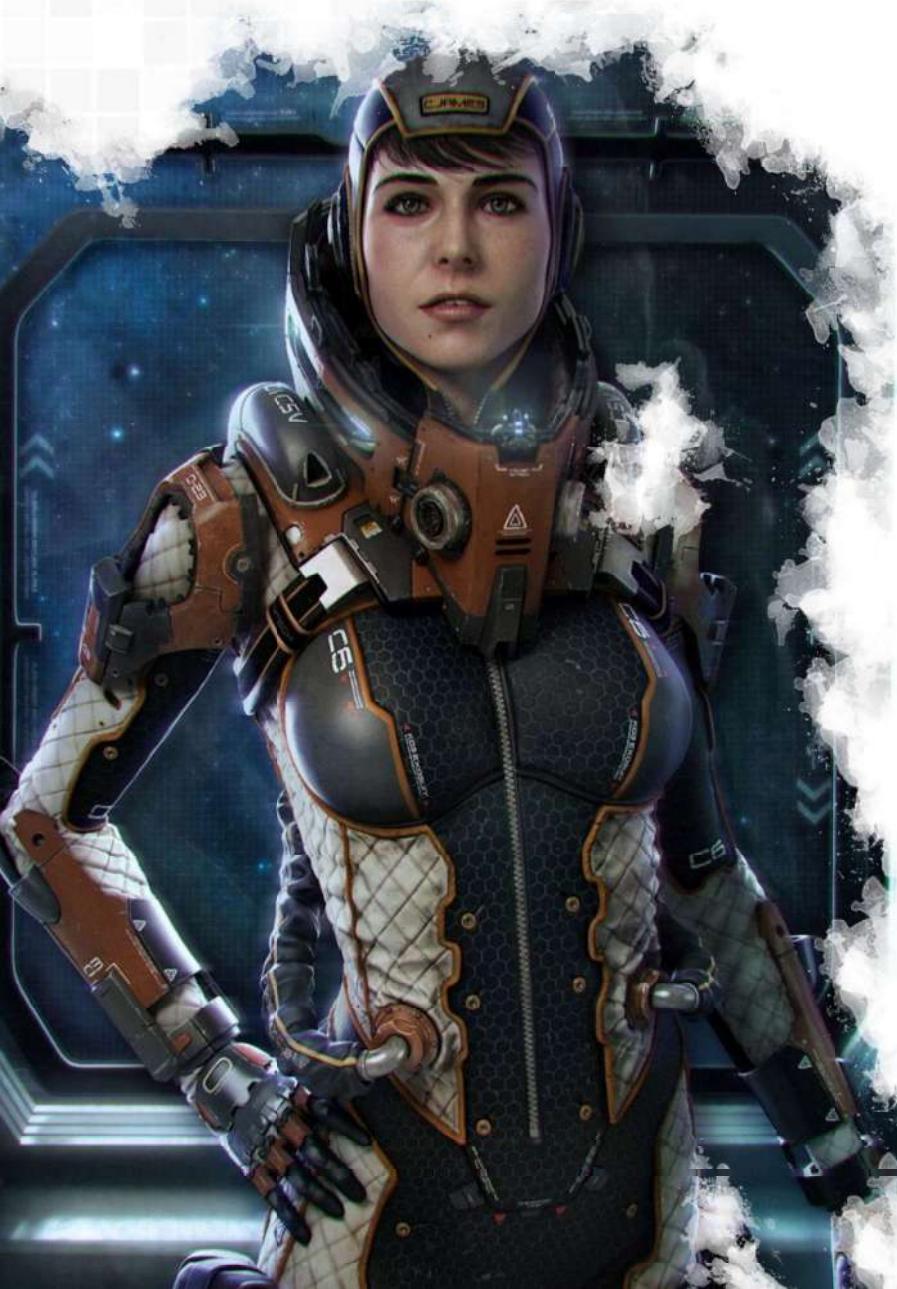
- Increase your Dexterity score by 1, to a maximum of 20.
- You may add your Dexterity score modifier to your ship attack rolls (if higher) instead of the ship's maneuverability.
- When crewing the point defense or autocannon action station, ships, creatures, and objects (such as mines or torpedoes) provoke an opportunity attack from you when they move 500 feet or more within your range. Additionally, you get a special reaction that you can take once on every creature, ship, or object's turn, except your turn. You can use this

special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

SPACER

You are home on a starship, familiar with what is necessary to keep a ship running and the dangers of the Void.

- You gain the Strength (Athletics) proficiency and have advantage on Strength (Athletics) to navigate Zero-G environments.
- You have advantage on Dexterity (Acrobatics) checks to keep you footing after your starship suffers a Ship Shaken mishap.
- You have advantage on saving throws to avoid being frightened.
- You gain the Vehicle Proficiency (Starship) or Tool Proficiency (Starship Maintenance Tools)

TELEKINETIC

You learn to move things with your mind, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *mage hand* cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible. If you already know this spell, its range increases by 30 feet when you cast it. Its spellcasting ability is the ability increased by this feat.
- As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be moved 5 feet toward you or away from you. A creature can willingly fail this save.

TELEPATHIC

You awaken the ability to mentally connect with others, granting you the following benefits:
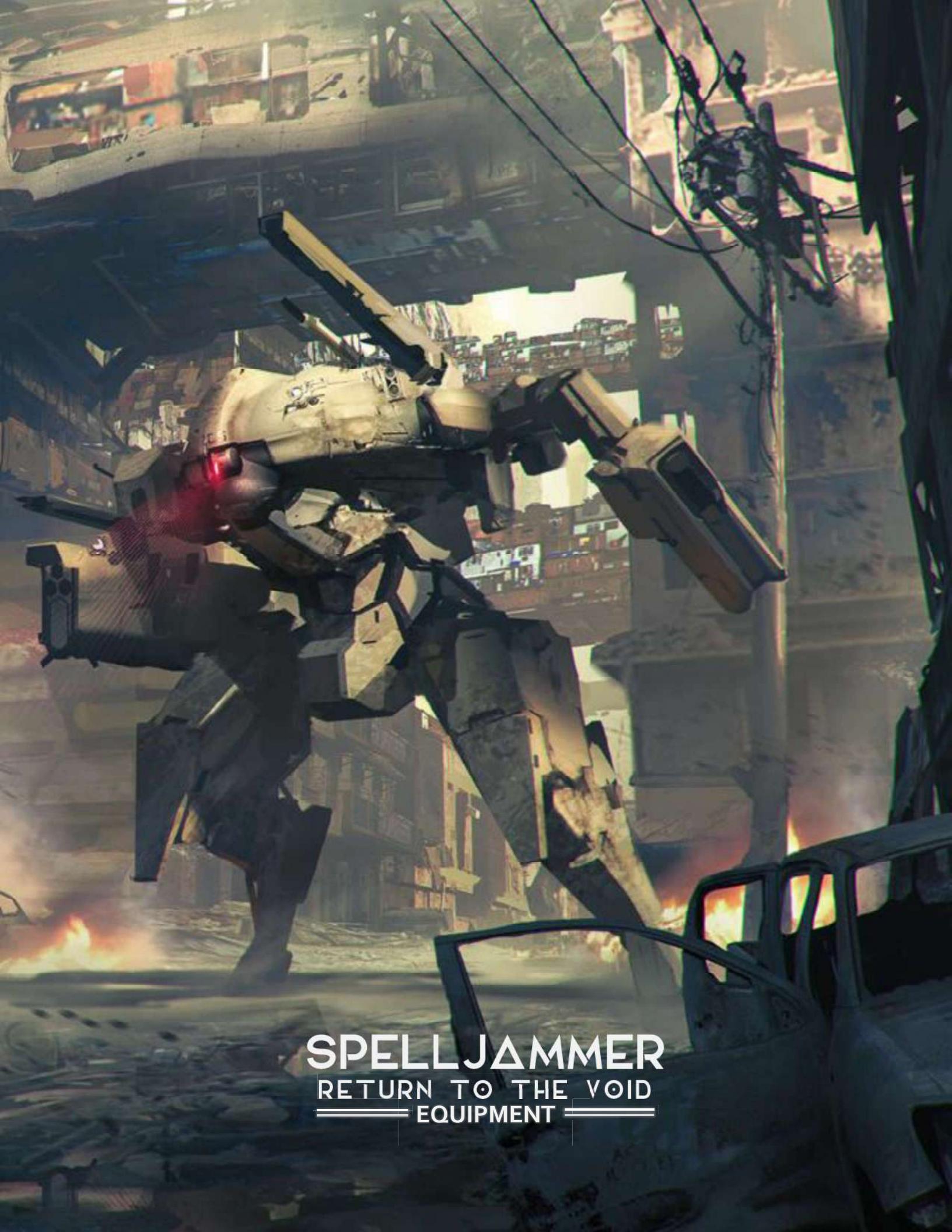
- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.
- You can cast the *detect thoughts* spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

VOID SCARRED

Your exposure to the endless expanse of the deep Void has changed you, granting you the following benefits:

- On your turn, you can enter a rage as a bonus action. Once you have raged, you must finish a long rest before you can rage again.

SPELLJAMMER
RETURN TO THE VOID
EQUIPMENT

EQUIPMENT

Every spaceport in the galaxy is bustling with commerce, dominated by the mega corporations of the Interstellar Corporation Commission, or ISC shops as League citizens have labeled them. Masterfully crafted arcanium technology from the factories of Forge or Krynn remain in the highest demand but firearms manufactured on Giff Prime (or less expensive models made on Toril or Kara-Tur) are relatively cheap and provide protection at the edge of Known Space.
   On the core worlds, everything is available for a price, from exotic foods from distant planets to the latest fashion trends, not discounting armor and weapons sold on secondary markets or shipped directly from core world manufacturers.

ARMOR AND SHIELDS
Across the hundreds of worlds within the League of Aligned Worlds there are thousands of different cultures, each with its own technology level. For this reason, adventurers will have access to a broad array of armor and armor types. This ranges from antiquated armor types such as leather armors, ring mail, and plate armor or the most advanced nanofiber carbon-plated battle armors. The Armor table details the most common armor and armor types found in most markets and separates them into the familiar categories of light armor, medium armor, and heavy armor.

LIGHT ARMOR
Made from supple and thin materials, light armors are designed to allow for the greatest flexibility and freedom of movement while still providing significant protection from kinetic and energy weapon attacks. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

   Ansalon Aerospace Exo Suit. Ansalon Aerospace Corporation makes a thin flexible full body suit with a helmet, boots, and gloves that aids in the pressures of atmospheric or space flight while offering some protection to damage as well.
   GDI Guardian® Armored Vest. GDI offers a non-military version of their established combat vest with multiple and customizable compartments for gear and tools.
   GAER Carbon Skinsuit. This soft slim body suit is made with a complex weave of carbon threads. It stretches, breaths and can be worn under regular clothes.

   Pallas Athena Aegis® Armored Clothing. While the nanofiber material used in all Pallas Athena's Aegis products is the same, every suit of clothes is tailored and bespoke for its buyer.
   Renjatt Sec-Tec® Light Security Armor. Renjatt makes a vest and helmet combination intended for security personnel when cost or mobility are considered a premium.
   Sindiath Combat Cloak. Sindiath makes a line of cloaks that model the timeless artistry of the elves of Garden while utilizing the most advanced nanofiber weaving techniques and materials available today.
   Tu Chang Hanfu® Armored Clothing. Tu Chang makes a set of tactical yet elegant synthetic silk long jacket and trousers on mass production in many styles for the discerning adventurer.
   Tu Chang Yinying® Stealth Suit. This set of armored clothes look similar to the GAER Carbon Skinsuit. Notably the Yinying® Stealth Suit can change colors to mirror a full spectrum of color and light to fit any of your stealth needs.

ARMOR

Armor	Cost	Armor Class	Strength	Stealth	Weight
Light Armor					
Ansalon Aerospace Exo-Suit	1,500	12 + Dexterity Modifier	-	-	4 lbs.
GDI Guardian Armored Vest	500	12 + Dexterity Modifier	-	-	4 lbs.
GAER Carbon Skinsuit	2,000	12 + Dexterity Modifier	-	-	1 lb.
Pallas Athena Aegis Armored Clothing	400	13 + Dexterity Modifier	-	-	4 lbs.
Renjatt Sec-Tec Light Security Armor	1,000	13 + Dexterity Modifier	-	-	6 lbs.
Sindiath Combat Cloak	800	13 + Dexterity Modifier	-	-	3 lbs.
Tu Chang Hanfu Armored Clothing	500	13 + Dexterity Modifier	-	-	3 lbs.
Tu Chang YinYing Stealth Suit	1,600	13 + Dexterity Modifier	-	Advantage	8 lbs.
Medium Armor					
Ares Aspis Light Battle Armor	4,000	14 + Dexterity Modifier (max 2)	-	-	32 lbs.
Cormyr General Combat Jacket	1,000	14 + Dexterity Modifier (max 2)	-	-	14 lbs.
GAER Ablative Combat Suit	8,000	14 + Dexterity Modifier (max 2)	-	-	10 lbs.
Glorybound Greatcoat	1,500	15 + Dexterity Modifier (max 2)	-	Disadvantage	28 lbs.
GDI Guardian Platted Vest	2,000	15 + Dexterity Modifier (max 2)	-	-	12 lbs.
Pallas Athena Aegis Scout Armor	6,000	15 + Dexterity Modifier (max 2)	-	-	16 lbs.
Renjatt Sec-Tec Security Armor	3,500	15 + Dexterity Modifier (max 2)	-	Disadvantage	22 lbs.
Heavy Armor					
Ansalon Aerospace Spacesuit	10,000	17	14	Disadvantage	80 lbs.
Ares Aspis Battle Armor	12,000	20	16	Disadvantage	50 lbs.
Renjatt Sec-Tec Heavy Security Armor	6,000	18	15	Disadvantage	40 lbs.
Shields					
Pallas Athena Combat Shield	600	+3	-	-	20 lbs.
Renjatt Sec-Tec Riot Shield	400	+2	-	-	10 lbs.

Medium Armor

Medium armor offers more protection than light armor at the expense of mobility. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Ares Aspis® Light Battle Armor. This Ares line, light infantry armor is for designed for military use. Its hard plate armored knee length boots, vest with attached shoulder protection, gauntlets and helmet are well used on the battlefield.

Cormyr General Combat Jacket. Cormyr General Industries mass produces an armor-plated jacket. Originally made for use in the military, the Combat Jacket has become popular with the public, due, in part, to its versatility. This jacket is cut to mid-thigh and long sleeved. It has several compartments for ammunition, materium cells, or personal gear and is lined with segments of hard armor plating.

GAER Ablative Combat Suit. This suit by GAER improves on their Carbon Skinsuit. It adds strategically placed hard-point nodes on the suit designed to scatter blasts of light, materium weapon attacks, and some magics targeted at the wearer.

Glorybound Greatcoat. Let it never be said that the Giff at Glorybound does appreciate an aesthetic. This neck-to-floor, long sleeved nanofiber dress coat is lined with 1" bands of hard plated armor in the collar, arms, torso and legs.

GDI Guardian® Platted Vest. GDI manufactures this line of armored vests that include high collar protection, removable shoulder/upper arm attachments and thigh pads.

Pallas Athena Aegis® Scout Armor. Pallas Athen's answer to the Ares Aspis® line, the Aegis® Scout Armor marries enhanced protection with an integrated HUD display with magnification and rangefinder capabilities. It includes a light helmet, armored boots, and a plated vest.

Renjatt Sec-Tec® Security Armor. Renjatt's consumer-grade answer to Ares Aspis® Light Battle Armor is a 10-piece adjustable plated armor suit consisting of High boots, thigh plates, cod piece, chest plate, upper and forearm cuffs, and helmet.

Heavy Armor

These suits of armor cover the entire body and are designed to stop a wide range of attacks. Heavy armor doesn't let you add you Dexterity modifier to your Armor Class, but it also doesn't penalize you if you Dexterity modifier is negative.

Ansalon Aerospace Spacesuit. Ansalon Aerospace Corporation makes an armor-plated flight suit to be worn in a cockpit or on space walks. The spacesuit is environmentally sealed and provides resistance to cold and fire damage.

Ares Aspis® Battle Armor. Ares considers their Aspis® Battle Armor to be the pinnacle of infantry protection. The adamantine-laced armor plating covers every limb and compliments a heavy chest piece and helmet.

Renjatt Sec-Tec® Heavy Security Armor. Renjatt makes a non-military full body suit of hard form armor that is made up of 16 pieces. Intended for commercial and conventional security forces, the Heavy Security Armor looks almost identical to military-grade armor suits, albeit made with inferior components.

Shields

Shields add to your armor class but require they be held with one of your hands to provide the protection. You can benefit from only one shield at a time.

Pallas Athena Aegis® Combat Shield. Pallas Athena manufactures this triple alloy shield designed to protect against kinetic ordinance and energy weapon attacks. A laser-guided convex curvature ensures the shield bearer will not absorb the full energy of shielded attack.

Renjatt Sec-Tec ® Riot Shield. Renjatt often pairs their riot shield with light, medium, or heavy security armors. A reinforced, glassteel shell provides excellent protection without compromising sightlines.

Weapons

The eclectic nature of the Void results in a variety of weapons available to players in the Spelljammer campaign setting. Weapons range from traditional longswords and shields to katana and daikyu to submachine guns and vibro blades. Modern firearms and energy weapons are extremely dangerous and often result in quick and deadly engagements the advent of energy shields brought back a resurgence in traditional melee weaponry, albeit with the benefit of modern manufacturing techniques.

This section introduces several new weapons available to players.

Weapon Properties

Most weapons have special properties related to their use; descriptions of these properties are found below.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. Ammunition of a firearm or energy weapon is destroyed upon use.

Burst Fire. A weapon that has the burst fire property can make a semi-automatic attack, an auto-fire attack, or it can spray a 10-foot-cube area with cover fire.

When use the auto-fire attack, you attack a single target with disadvantage. If the attack is successful, it applies double the normal weapon damage. This action uses five pieces of ammunition.

When using the cover fire option, each creature in a 10 ft. by 10 ft. area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

Cone. A weapon with the cone property causes damage in a cone (see "Areas of Effect" in the *Player's Handbook*) versus targeting a single opponent. A DC is listed in parentheses after cone property. A target takes full weapon damage on a failed Dexterity save, or half as much damage on a successful one.

Entanglement. A weapon with the entanglement property causes an effect in a sphere (see "Areas of Effect" in the *Player's Handbook*) versus targeting a single opponent. A DC is listed in parentheses after entanglement property. A target is restrained on a failed Strength save, or unaffected on a successful one. This effect lasts for 1 minute.

Expanded Critical. A weapon with the expanded critical property has a critical hit range listed in parentheses after the expanded critical property. This number represents the die roll needed to result in a critical hit, instead of only a roll of 20.

Explosion. A weapon with the explosion property causes damage in a sphere (see "Areas of Effect" in the *Player's Handbook*) versus targeting a single opponent. A DC is listed in parentheses after explosion property. A target takes full weapon damage on a failed Dexterity save, or half as much damage on a successful one.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or

Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for Small characters to use effectively.

Light. A weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Line. A weapon with the line property causes damage in a line (see "Areas of Effect" in the *Player's Handbook*) versus targeting a single opponent. A DC is listed in parentheses after line property. A target takes full weapon damage on a failed Dexterity save, or half as much damage on a successful one.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an attack, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Multishot. A weapon with the multishot property can make a second attack as a bonus action.

Penetrating. A weapon with the penetrating property negates any damage resistance qualities specific to the damage type of the weapon.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

Semi-Automatic. When you use this weapon as part of an Attack action, you can make a normal attack or hip-fire with the weapon. Hip-firing allows you make up to six attacks rolls with each Attack action, with each successful hit dealing a single die of damage of the same damage type as a normal attack.

Smoke. One round after this attack completes, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind
(20 or more miles per hour) disperses it in 1 round.

Stun. A weapon with the stun property has a DC listed in parentheses after the stun property. A target must succeed in a Constitution saving throw, a failed save results in the target being stunned. Some attacks with the stun property causes the effect in a sphere (see "Areas of Effect" in the *Player's Handbook*)
versus targeting a single opponent. A sphere property is listed in parentheses after stun property.

Thrown. If a weapon has a thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for the attack and damage roll that you would use for a melee attack with the weapon.

Two Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property — the damage when the weapon is used with two hands to make a melee attack.

Melee Weapons

Many experienced travelers of the Void prefer the reliability of a conventional melee weapon. Energy weapons are considered the most powerful technology available, but they can fail in a Dead Magic Sargasso or when targeted by an enemy slicer. Firearms don't have this vulnerability but, just like energy weapons, they can be foiled with an energy shield. Sometimes the old ways are the best and nothing beats a good sword at your side.

All melee weapons are can be made from a lighter

MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Ares Eris Combat Pike	600	2d4 piercing	4 lbs.	Thrown (range 20/60), Versatile (2d6)
Cormyr General Combat Gloves	100	+2 bludgeoning	1 lb.	-
Renjatt Sec-Tec Stun Baton	500	1d4 bludgeoning	2 lbs.	Stun (DC 13)
Renjatt Sec-Tec Telescoping Baton	50	1d4 bludgeoning	2 lbs.	-
Tu Chang Feng mo Gun Stun Staff	900	1d6 bludgeoning	3 lbs.	Stun (DC 14), Versatile (1d8)
Tu Chang Nangun Telescoping Staff	100	1d6 bludgeoning	3 lbs.	Versatile (1d8)
Martial Melee Weapons				
Ares Slaughter Sword Chain Blade	1,500	2d8 slashing	8 lbs.	Expanded critical (19-20), heavy, versatile (2d10)
Cormyr General Vibroblade	1,100	2d6 slashing	2 lbs.	Finesse, light, penetrating
Cormyr General Vibrodagger	600	2d4 piercing	1 lb.	Finesse, light, penetrating, thrown (range 20/60)
Forge Molecular Axe	4,000	2d10 slashing	6 lbs.	Penetrating, versatile (2d12)
Forge Molecular Knife	1,500	2d6 piercing	1 lb.	Finesse, light, penetrating, thrown (range 20/60)
Forge Molecular Sword	3,000	2d8 slashing	2 lbs.	Finesse, light, penetrating, versatile (2d10)
GAER Gravity Hammer	6,000	4d6 bludgeoning	10 lbs.	Heavy, two-handed
GAER Gravity Sword	8,000	4d6 slashing	8 lbs.	Heavy, two-handed
GDI Fragknife	500	1d4 piercing and 4d6 piercing	1 lb.	15-foot radius explosion (DC 15), Finesse, light, Thrown (range 20/60)
Tokuru Monofilament Katana	4,200	2d10 slashing	3 lbs.	Finesse, light, penetrating, versatile (2d12)

material and can have a customized grip, while melee weapons with a materium core or energy cell can also add a biometric reader.

Ares Eris® Combat Pike. The Ares Eris® Combat Pike is a two-edge serrated spear designed to create horrific wounds. Ares boasts a molecular edge similar those manufactured by Forge or Tokuru Industries, but independent testing refutes this claim.

Ares Slaughter Sword® Chain Blade. Ares advertises their Slaughter Sword® Chain Blade as the most intimidating weapon on the battlefield, and they might be right. This melee weapon comes with a materium-powered motorized engine that spins the monomolecular-edged teeth over 20,000 RPM.

Cormyr General Combat Gloves. Cormyr General's Combat Gloves are popular and affordable for mercenaries and military forces alike. The nanofiber weave mirrors construction techniques used for battle armor but incorporates weighted plates over the wearer's knuckles.

Cormyr General Vibroblade. The vibroblade is an elegantly curved adamantine alloyed sword. When activated, it vibrates at a frequency high enough to cause the sword to glow (you can adjust the vibrating. frequency to change the color), making it a highly effective cutting tool.

Cormyr General Vibrodagger. Comryr General offers the vibrodagger as a smaller version of the vibroblade

Forge Molecular® Axe. The edge of Forge Clanholdings' Molecular Axe is painstakingly crafted, with an edge as thin as a molecule. The manufacture is so fine the last few inches of the axe blade seem translucent and the edge itself seems to blur. This is not caused by vibration but is, instead, an optical illusion. Manufactured with an adamantium alloy, the blade is guaranteed to never dull.

Forge Molecular® Knife. Forge Clanholdings translated their Molecular technology into a seven-inch knife. As with the Molecular Axe, this weapon is guaranteed for life and can cut through almost anything.

Forge Molecular® Sword. Forge Clanholdings manufactures the Molecular ®Sword as a larger version of the Molecular® Knife.

GAER Gravity Hammer. The gnomes at GAER have introduced a new application for the anti-gravity field generated by a materium core, the GAER Gravity Hammer®. Made of an ultra-dense promethium alloy, the head of the hammer houses a miniaturized materium core that allows the otherwise oversized weapon to be wielded effectively. An autogyro inhibits the anti-gravity field when the hammer is swung in an attack pattern, allowing the full weight of the weapon to be applied.

GAER Gravity Sword.   The GAER Gravity Sword is a greatsword constructed with the same technology and mirrors the effects of the GAER Gravity Hammer.

GDI Fragknife®. Giff Defense Industries developed this marriage of a throwing knife and a proprietary mini-

grenade (although Cormyr claims this is based on their CEO designs). The knife is well balanced and can be armed before throwing at a target. A successful use of the fragknife® will leave the weapon imbedded and, as a result, the following explosion unavoidable.

If a target is hit with the fragknife, they are at disadvantage for the subsequent Dexterity save to avoid explosion damage from the grenade.

Renjatt Sec-Tec® Telescoping Baton. Renjatt makes a collapsible baton made from a titanium alloy, designed to deliver a big hit without taking up much room. When collapsed the Sec-Tec® Telescoping Baton is no bigger than the five-inch handle.

Renjatt Sec-Tec® Stun Baton. The Sec-Tec® Stun Baton looks much like the telescoping baton made by Renjatt, however this weapon does not collapse and instead contains a materium energy cell that delivers a stunning jolt of energy with each attack.

Tokuru Monofilament Katana. The master smiths of the Tokuru Corporation on Kara-Tur have attempted to make the perfect katana. A titanium and adamantine alloy delicately folded and then sharpened to an edge so fine it rivals the Molecular technology of the Forge corporation. The Monofilament Katana is considered the most elegant and deadly sword made today.

Tu Chang Feng mo Gun® Stun Staff. Known colloquially as the "Stun Gun", this powered melee weapon offered by Tu Chang is manufactured utilizing a synthetic bamboo that offers a tensile strength equivalent to titanium, houses a materium energy cell, and delivers a stunning effect with each successful attack.

Tu Chang Nangun® Telescoping Staff. Tu Chang's Nangun® improves on the concepts of Renjatt's telescoping baton to include a full six-foot length staff. Made from a titanium and mithril alloy, the Nangun® is collapses into a rod of no more than six inches.

Pistols

Popular due to their ease of use and concealability, pistols are ubiquitous in the most spaceports and technologically advanced locations. Most pistols

FORGE M37 AUTO-REVOLVER

manufactured today and slug-throwers, popularized by the GDI, Glorybound, and Trekboer corporations who wanted to offer an alternative to the materium based energy weapons that so often failed in Giff hands. More expensive, but extremely powerful, energy weapons are available in Core World markets and connected markets on the periphery.

You gain a +5 bonus on any Dexterity (Sleight of Hand Checks) to conceal light pistols and a +2 bonus for heavy pistols.

Pistols can mount one barrel-mounted accessory and light pistols can add up to two additional customization or accessories, while heavy pistols can add three. Revolvers cannot use silencers.

Ares Annihilator® Heavy Pistol. The Ares Annihilator® is best selling heavy pistol in the Void. An oversized clip capacity and an integrated Warmaster® system make the Annihilator® an exceptional value.

Ares Disruptor® Light Pistol. Inexpensive, effective, and readily available. The Ares Disruptor® is the staple light pistol in the galaxy and the primary side arm for most law enforcement.

Cormyr General Palm Pistol. The Cormyr General Palm Pistol is a hold-out pistol designed to be lightweight and easy to conceal. You gain advantage on any Sleight of Hand checks to conceal this pistol.

Cormyr General Scout Pistol. A larger version of the Palm Pistol, the Scout Pistol delivers a higher caliber round, at the expense of clip size. You gain advantage on any Sleight of Hand checks to conceal this pistol.

Cormyr General Warhammer. The Warhammer® by Cormyr General is the primary competitor of the Ares Annihilator® for military and mercenary contracts within the League. It offers similar capabilities at a lower price point and is considered the heavy pistol of choice for customers on a budget.

PISTOLS

Name	Cost	Damage	Weight	Properties
Light Pistols				
Ares Disruptor	200	2d6 piercing	2 lbs.	Ammunition (range 40/400), reload (10 shots), semi-automatic
Cormyr General Palm Pistol	200	2d4 piercing	1 lb.	Ammunition (range 40/400), reload (8 shots), semi-automatic
Cormyr General Scout Pistol	250	2d6 piercing	1 lb.	Ammunition (range (40/400) reload (6 shots), semi-automatic
Forge M20	350	3d4 piercing	2 lbs.	Ammunition (range 40/400), reload (12 shots), semi-automatic
Pallas Athena Asp Light Pistol	300	2d6 piercing	2 lbs.	Ammunition (range 40/400), reload (14 shots), semi-automatic
Tu Chang Stinger	300	2d4 piercing	2 lbs.	Ammunition (range 10/30), reload (30 shots), semi-automatic
Light Energy Pistols				
Lantan Cryo Pistol	550	3d6 cold	2 lbs.	Ammunition (range 50/500), reload (100 shots), semi-automatic
GAER Glazer	500	3d6 radiant	2 lbs.	Ammunition (range 50/500), reload (100 shots), semi-automatic
NM-247 Scoria Pistol	650	3d6 fire	2 lbs.	Ammunition (range 50/500), reload (100 shots), semi-automatic
Heavy Pistols				
Ares Annihilator	600	2d8 piercing	5 lbs.	Ammunition (range 50/500), reload (12 shots), semi-automatic
Cormyr General Warhammer	400	2d8 piercing	5 lbs.	Ammunition (range 50/500), reload (10 shots), semi-automatic
Forge M37	450	3d6 piercing	5 lbs.	Ammunition (range 50/500), reload (7 shots), semi-automatic
GDI Elite Machine Pistol	550	2d6 piercing	5 lbs.	Ammunition (range 40/400), burst fire, reload (24 shots)
Glorybound Infilitrator	500	2d8 piercing	4 lbs.	Ammunition (range 60/600), reload (10 shots), semi-automatic
Pallas Athena Viper Pistol	500	2d8 piercing	4 lbs.	Ammunition (range 50/500), reload (12 shots), semi-automatic
Tokuru Oni Hand Cannon	400	5d6 piercing	6 lbs.	Ammunition (range 10/100), loading
Trekboer Star Wheel	800	3d8 piercing	7 lbs.	Ammunition (range 50/500), reload (5 shots), semi-automatic
Heavy Energy Pistols				
Lantan Coldfire Heavy Pistol	900	3d8 cold	3 lbs.	Ammunition (range 60/600), reload (50 shots), semi-automatic
GAER Heavy Glazer	750	3d8 radiant	3 lbs.	Ammunition (range 60/600), reload (50 shots), semi-automatic
NM-661 Asher Heavy Pistol	950	3d8 fire	3 lbs.	Ammunition (range 60/600), reload (50 shots), semi-automatic

Forge M20. The Model 20 light pistol manufactured by Forge is composed of a black adamantine alloy and delivers a slightly higher caliber round than most light pistols. It is a favorite of corporate security.

Forge M37 Auto-Revolver. Forge introduced the Model 37 Auto-Revolver as an answer to the Trekboer Star Wheel® and have seen the heavy pistol become one of the top sellers, especially in mercenary companies and individual purchasers. Less expensive, but almost as powerful as the legendary Star Wheel®, the M37 is another success from Forge Clannholdings.

GDI Elite® Machine Pistol. The Elite® Machine pistol offered by GDI combines the concealability of a pistol with the capabilities of a submachine gun. The Elite® comes with an integrated, collapsible stock.

Glorybound Infiltrator. The Infiltrator is one of the smallest heavy pistols available on the market. Designed for concealment and stealth, the Infiltrator comes with an integrated silencer.

GAER Glazer. A legacy of the first materium pistol every made, the Glazer® remains the standard for energy weapons. A delicate, but incredibly strong, nanocarbon and glassteel composite weapon frame holds the materium power cell and accelerator crystalline housing necessary for the pure materium energy bursts that changed personal weapons less than 100 years ago.

GAER Heavy Glazer. GAER's Heavy Glazer® is an oversized and overpowered version of their original energy pistol.

Lantan Coldfire® Heavy Pistol. Lantan Corporation's answer to the Glazer® pistol was their Coldfire Heavy Pistol. The first heavy energy pistol, recognizable by the bluish-white energy bolts, the Coldfire® was an immediate bestseller and remains the most popular heavy energy pistol available today. Targets who are critically hit with the Coldfire® Heavy Pistol must succeed on a Constitution save (DC 15) or be slowed for 1 round.

Lantan Cryo Pistol®. Shortly after the success of the Coldfire® Heavy Pistol, Lantan expanded the technology in a light pistol format. As with all Lantan Corporation offerings, the signature white and yellow design patterns and their centuries old reputation, make the Cryo Pistol® a must have for the affluent citizen and their security details.

NM-247 Scoria ® Light Pistol. The engineers at Nevermind MateriaWerks created the Scoria® energy pistol less than 7 months after the release of the Glazer

pistol by GAER. While they deny any claims of reverse engineering the design patterns are uncanny. Known for the signature red glow of the energy beam, the Scoria also boasts a built-in laser sight.

NM-661 Asher® Heavy Pistol. The heavy pistol equivalent of the Scoria® pistol and retains the laser sight. Targets who are critically hit by the Asher® Heavy Pistol must succeed on a Dexterity save (DC 15) or catch on fire.

Pallas Athena Asp® Light Pistol. The Asp® by Pallas Athena is the most efficient light pistol on the market. Made from a plasteel composite paired with titanium hardpoints, the Asp is a light but extremely reliable pistol. In addition to the extended magazine, the Pallas Athena corporation will customize the grip for only 100 additional credits.

Pallas Athena Viper® Heavy Pistol. The Viper® pistol is an oversized version of the Asp pistol. Pallas Athena offers the same discount on a customized grip.

Tokuru Oni® Hand Cannon. This intimidating and exquisitely manufactured weapon is designed to intimidate and awe opponents. Hand-loading makes this an inefficient weapon, but an initial shot the Oni® is unmatched in damage capabilities.

Trekboer Star Wheel® Heavy Revolver. The Star Wheel® by Trekboer is the most powerful conventional firearm today. Trekboer purchased the rights to the Star Wheel more than four centuries ago and resurrected the weapon by employing the most advanced munitions technology available today. The Star Wheel® accepts all standard accessories and customizations except a silencer.

Tu Chang Stinger® Slivergun. This pistol fires titanium needles (or slivers) using a magnetic field accelerator. Favored by assassins, the Stinger® can inject a substance into the target, with optional cartridges available from the Tu Chang Corporation..

TOKURU ONI® HAND CANNON

RIFLES

The rifle weapon group has more variety than any other. Ranging from sporting rifles to shotguns to assault rifles, the longarm remains a staple hunting tool and combat weapon throughout the galaxy.   Much like pistols, the Giff defense corporations have filled the market with non-materium firearms to complement the more advanced energy weapons offered by the Lantan Corporation, GAER, and Nevermind MateriaWerks.

Rifles can accept one barrel-mounted accessory, one underbarrel-mounted accessory, and one top-mounted accessory. Assault Rifles, Energy Rifles, Shotguns, and Sporting Rifles can accept one additional customization or accessory, while Sniper Rifles can accept two. Shotguns cannot mount silencers or sound suppressers.

Ares Dreadbore® Sniper Rifle. The Ares Dreadbore® is the most economical sniper rifle available on the market today. An integrated Ares Warmaster® sensor and magnifying scope makes the Dreadbore® the most commonly used sniper rifle in military and mercenary organizations.

Ares Xyston® Assault Rifle. Another staple product by Ares, the Xyston® is an efficient and effective combat rifle.   An integrated Ares Warmaster® sensor allows for the weapon to easily be added into the Warmaster® system.

Cormyr General HVAR. Cormyr General's High-Velocity Assault Rifle, or HVAR, is the assault rifle of choice for most military organizations and mercenary companies. It boasts and extended magazine and exceptional reliablity.

Cormyr General Pump Shotgun. This semi-automatic shotgun is excellent for hunting or home defense.

Forge M88. Until the release of the GDI Gauss Rifle, the M88 was considered the best sniper rifle in existence. With exceptional range, integrated bi-pod, magnifying scope, and an extended magazine, the M88 remains the sniper rifle of choice for those unwilling to pay the Gauss Rifle's exorbitant asking price.

Forge M221. The domestic version of their famous sniper rifle, the M221 is an exception hunting and sporting rifle. Exquisitely crafted with a traditional wood stock and a high carbon steel barrel and housing.

Forge M383. The M383 is a true combat shotgun, with an extended magazine, a semi-automatic fire rate, integrated blade mount, and a full black adamantine alloy frame.

Forge M778. This assault rifle from Forge Clanholdings is another exceptional offering. Constructed from the same adamantine alloy as the rest of their weapon series, the

RIFLES

Name	Cost	Damage	Weight	Properties
Assault Rifles				
Ares Xyston Assault Rifle	1,000	2d8 piercing	6 lbs.	Ammunition (range 100/1,000), burst fire, heavy, reload (40 shots), semi-automatic, two-handed
Cormyr General HVAR	1,100	2d8 piercing	7 lb.	Ammunition (range 100/1,000), burst fire, heavy, reload (50 shots), semi-automatic, two-handed
Forge M778	1,500	2d8 piercing	8 lbs.	Ammunition (range (130/1,300), burst fire, heavy, reload (42 shots), semi-automatic, two-handed
GDI Smart Rifle	1,000	2d8 piercing	9 lbs.	Ammunition (range 120/1,200), burst fire, heavy, reload (40 shots), semi-automatic, two-handed
Glorybound Ultra Assault Rifle	1,200	2d8 piercing	9 lbs.	Ammunition (range 100/1,000), burst fire, heavy, reload (80 shots), semi-automatic, two-handed
Pallas Athena Palladion Rifle	1,300	2d8 piercing	7 lbs.	Ammunition (range 120/1,200), burst fire, heavy, reload (40 shots), semi-automatic, two-handed
Energy Rifles				
Lantan Cryo Beam Rifle	4,000	4d8 cold	4 lbs.	Ammunition (range (200/2,000) heavy, reload (30 shots), semi-automatic, two-handed
Lantan Coldfire Combat Rifle	5,000	3d8 cold	5 lbs.	Ammunition (range 150/1,500), burst fire, heavy, reload (200 shots), semi-automatic, two-handed
GAER Materium Lance	3,500	4d8 radiant	4 lbs.	Ammunition (range 240/2,400), heavy, reload (30 shots), semi-automatic, two-handed
GAER Assault Lance	3,200	3d8 radiant	5 lbs.	Ammunition (range 150/1,500), burst fire, heavy, reload (300 shots), semi-automatic, two-handed
NM-887 Firestorm	4,200	3d8 fire	5 lbs.	Ammunition (range 150/1,500), burst fire, heavy, reload (200 shots), semi-automatic, two-handed
Shotguns				
Cormyr General Pump Shotgun	900	5d6 piercing	8 lbs.	Ammunition (range 20/200), heavy, reload (8 shots), two-handed
Forge M383	1,600	5d6 piercing	8 lbs.	Ammunition (range 20/200), heavy, reload (12 shots), semi-automatic, two-handed
GDI Battle Roarer	3,500	5d6 piercing	11 lbs.	Ammunition (range 20/200), burst fire, heavy, reload (20 shots), semi-automatic, two-handed
Trekboer Salamander	1,500	5d6 fire	9 lbs.	Ammunition (range 20/200), heavy, reload (10 shots), two-handed
Sniper Rifles				
Ares Dreadbore	4,000	3d8 piercing	6 lbs.	Ammunition (range 200/2,000), heavy, reload (7 shots), semi-automatic, two-handed
Forge M88	5,000	3d8 piercing	7 lbs.	Ammunition (range 200/2,000), heavy, reload (10 shots), semi-automatic, two-handed
GDI Gauss Rifle	16,000	3d12 piercing	9 lbs.	Ammunition (range 300/3,000) heavy, penetrating, reload (35 shots), semi-automatic, two-handed
Sporting Rifles				
Forge M221	950	2d8 piercing	7 lbs.	Ammunition (range 120/1,200), heavy, reload (10 shots), two-handed
GDI Vanguard	1,300	2d8 piercing	9 lbs.	Ammunition (range 120/1,200), heavy, reload (18 shots), two-handed
Trekboer Monster Hunter	1,500	2d10 piercing	10 lbs.	Ammunition (range 120/1,200), heavy, reload (6 shots), two-handed

interior components of the M778 are all made from alloyed or carbon fiber materials, making for exceptional durability and reliability, and boasts an internal recoil stabilizer that provides a +2 bonus to hit when using burst fire.

GDI Gauss Rifle. The Gauss Rifle from GDI is considered the most powerful longarm in existence and it is priced accordingly. The railgun uses electromagnetic coils in a sequenced linear motor to function as a mass delivery system. The rounds launched by the Gauss Rifle are

ferromagnetic adamantine slivers that travel at over 1,000 MPH, resulting in the signature 'crack' as the shot breaks the sound barrier.

GDI Smart Rifle® The Smart Rifle® from GDI is an inexpensive but highly efficient assault rifle that marries an extended range without sacrificing damage output. For closer range engagements the Smart Rifle® includes an integrated laser sight.

GDI Vanguard® The Vanguard® rifle from GDI is an all metal longarm with an extended magazine and integrated laser sight. Designed for shooting competitions and hunting, the aggressive styling of the Vanguard® makes it a favorite for self-defense advocates.

Glorybound Battle Roarer® The Battle Roarer® by Glorybound is one of the most powerful firearms in existence. A fully automatic combat shotgun capable of firing every shell in its magazine in less than six seconds, the Battle Roarer® is an extremely dangerous point-blank weapon that is favored by Giff and mercenary companies.

Glorybound Ultra® Assault Rifle. The Ultra® Assault Rifle boasts the largest magazine outside of a light machine gun, causing more than one weapons dealer to consider it an 'Ultra-light machine gun'. The Ultra is also the largest assault rifle available today.

GAER Assault Lance® The Assault Lance® from GAER is archetypical energy assault rifle. Light weight and bolstered with a triple energy cell capacity that allows over 300 shots before needing to be reloaded.

GAER Materium Lance® The Materium Lance® from GAER is the most popular beam rifle in the market. The innovators at GAER have designed the Materium Lance® to break down into four distinct pieces, non of which are longer than 10 inches, making the weapon highly mobile and flexible for various combat environments.

Lantan Coldfire® Combat Rifle Lantan expanded their Coldfire® technology with this combat rifle and matched the capabilities of GAER's Assault Lance®, disrupting the energy rifle market over past few years. The capability of Coldfire® to slow opponents has caused many to consider Lantan's latest offering the best energy assault rifle available today. As with the Coldfire® Heavy Pistol, targets who are critically hit with the Coldfire® Combat Rifle must succeed on a Constitution save (DC 15) or be slowed for 1 round.

Lantan Cryobeam® Rifle. The Cryobeam® Rifle is Lantan's entry into the energy sniper rifle market. After a lengthy advertising campaign, the long, cool blue beam has become a signature element of this energy weapon. Targets who are critically hit with the Cryobeam® Rifle must succeed on a Constitution save (DC 15) or be slowed for 1 round.

NM-887 Firestorm® The Firestorm® by Nevermind MateriaWerks is their answer to the Assault Lance® . Utilizing their patented laser technology, the short-fire red bolts of energy from the Firestorm® are both intimidating and highly effective. As with their Asher® Heavy Pistol, targets who are critically hit with the Firestorm® must succeed on a Dexterity save (DC 15) or catch on fire.

Pallas Athena Palladion® Rifle. A light-weight assault rifle made from a reinforced nanocarbon receiver and comes with a Sound Supresser. As with all firearms from Pallas Athena, the Palladion® Rifle offers a discounted customized grip for only 100 additional credits..

Trekboer Monster Hunter® . The Monster Hunter® has the claim of being the largest hunting rifle available today.

Trekboer Salamander® The combat chemists at Trekboer have introduced their combat shotgun, the Salamander. This weapon comes with incendiary shells that are integrated into the weapon's damage. Purchasers of the Salamander® enjoy a 20% discount on additional incendiary round purchases from Trekboer directly.

CORMYR GENERAL FLAME TONGUE®

SUBMACHINE GUNS

Built for close quarter combat, the submachine gun is popular among military and mercenary troops who favor high-mobility tactics and stealth. All submachine guns are capable of burst fire attacks but are smaller than assault rifles and easier to conceal.

Submachine guns can add one top-mounted modification and one barrel-mounted modification, along with one additional customization or modification of your choice. Submachine guns cannot use silencers but can use sound suppressers.

Cormyr General Crusader® The Crusader® from Cormyr General is considered the submachine gun of choice for mercenary companies and private security. The Crusader® comes with an integrated stock (which doubles a magazine housing) and magnification scope.

Forge M455 The M455 from Forge Clanholdings is another exquisite weapon build with their signature adamantine alloy. Using the same ordinance from their M20 light pistol, the M455 delivers a high damage profile than its competitors.

GDI Spitfire® GDI basically just enlarged their Elite® heavy pistol with the construction of the Spitfire®. An expanded clip and a built-in foregrip gives the Spitfire® a combat stamina that rivals assault rifles.

Pallas Athena Ophidian® SMG. The Ophidian® submachine gun manufactured by Pallas Athena is considered the best stealth and infiltration SMG available on the market. Sleek and tightly constructed, the Ophidian® rarely gets snagged on clothing or terrain hazards. The Ophidian® includes with a sound suppresser and, like all Pallas Athena firearms, offers a customized grip for the discounted cost of 100 credits.

Trekboer Eliminator®. Never satisfied with the smaller caliber offered by other defense contractors, Trekboer offers the Eliminator as the most powerful submachine gun on the market today. An integrated laser sight and folding stock are designed to offset the increase recoil.

HEAVY WEAPONS

Primarily reserved for military engagements, heavy weapons are vehicle rated armaments modified for use by infantry. They are also intended to allow infantry to engage in conflicts against vehicles and have the capability of destroying their targets. When heavy weapons are employed against foot soldiers the effects are devastating. Heavy weapons are intended for war, not police action, and are rarely seen. This is partially due to the exaggerated costs of owning and employing them but also because of the legal complications in owning heavy weapons, as it is a highly regulated market. Simply carrying a heavy weapon is rarely permissible on civilized planets and will draw stares and cause concern for those around you.

Heavy weapons can support on top-mounted modification and one under-barrel modification (often a gyro-stabilizer). It is not possible to construct a heavy weapon with lighter materials.

Machine guns aren't designed to fire a single round and are only capable of burst fire attacks

Ares Javelin® Launcher. The Javelin® is the most common missile launcher available today. Designed as a collapsible system, the Javelin® is highly mobile and be quickly assembled or disassembled.

Ares Warlord® The Warlord® from Ares is the most popular personal machine gun available today. A scaled down model rarely used on vehicles, the Warlord is portable and powerful, allowing infantry to use it freely without the complications often experienced with other heavy weapons. As with man Ares products, the Warlord® comes with an integrated Ares Warmaster® sensor, allowing for the benefit of the combat HUD with separately purchased display glasses or goggles.

Cormyr General Flame Tongue® This advanced infantry weapon by Cormyr has transformed many battlefields. Originally commissioned during the Insectare War, the Flame Tongue®, although venerable, has become a staple for most well-equipped mercenary companies and

SUBMACHINE GUNS

Name	Cost	Damage	Weight	Properties
Submachine Guns				
Cormyr General Crusader	800	2d6 piercing	3 lbs.	Ammunition (range 50/500), burst fire, reload (32 shots)
Forge M455	900	3d4 piercing	4 lbs.	Ammunition (range 50/500), burst fire, reload (32 shots)
GDI Spitfire	1,000	2d6 piercing	4 lbs.	Ammunition (range (50/500) burst fire, reload (40 shots)
Pallas Athena Ophidian SMG	850	2d6 piercing	4 lbs.	Ammunition (range 50/500), burst fire, reload (32 shots)
Trekboer Eliminator	1,200	2d8 piercing	6 lbs.	Ammunition (range 60/600), burst fire, reload (30 shots)

vanguard units in military organizations. This flame thrower can shoot a gout of flame up to 60 feet from the tip of the weapon. A reinforced and flame resistance housing and supply tank make the Flame Tongue® a deadly and dependable battlefield addition.

Cormyr General Heavy. The Comyr General Heavy Machine Gun is the most common vehicle mounted machine gun available today. Where the Warlord might be carried by traditional infantry, the Cormyr General Heavy would be carried by Assault Infantry. Both have a similar damage output, but the Cormyr General Heavy includes an expanded magazine and an integrated gas-vent stabilizer that provides a +2 bonus to hit when using burst fire.

Cormyr General Tactical Mortar. The Cormyr General Tactical Mortar fires CEOs (Compressed Exothermic Ordnance) and is designed to be mounted under the barrel of assault rifles. The Tactical Mortar can be used as an independent weapon and is launched with an integrated trigger which discharges a CEO from the magazine.

Forge M50 Rotary Gun. The M50 Rotary Gun offered by Forge Clanholdings is known for its signature six-barrel design and high-pitched hum associated with the high-velocity burst fire. The M50 has an incredible reliability and combat stamina record. The barrels are fired in an asymmetrical firing pattern that keeps the adamantine barrels from overheating or warping. Famously, the M50 was show to fire over 100,000 rounds in sequence before experiencing any barrel warping, a feat impossible to replicate outside of a research facility.

Forge M1800. The M1800 assault cannon manufactured by Forge Clanholdings is the most popular assault cannon on the market today. Competitors have offered variants for decades but none have come close to replicating the reliability, efficiency, and offensive capability of the M1800. Although designed for vehicular use and destroying hard targets, stories from military officers and merc commandos

share the horror of seeing the steely black barrel of the M1800 aimed at infantry, and the terrible results of this assault cannon used against flesh, scale, and bone.

GDI MIRV Launcher. The MIRV (Multiple Independent Reentry Vehicle) Launcher is a multi-launching missile launcher designed to deliver up to one missile per second. The MIRV Launcher comes with an integrated shoulder brace and exhaust tubes designed protect the user.

GDI Ultra® Heavy Machine Gun. GDI's Ultra® Heavy Machine Gun is the largest, and perhaps most dangerous, firearm available on the market today. GDI managed to make everything a little bigger, from the caliber of the munitions to the size of the best-fed, shoulder-mounted magazine. The Ultra® is very heavy is unwieldy for most users outside of Assault Armor (or Giff, of course).

GAER Materium Cannon. GAER scaled down the materium cannons available on starships and modified the technology to work on vehicles (or enterprising infantryman capable of carrying such a device). The bright white bolts of energy that come from the materium cannon are capable of destroying most targets instantly and the deployment of these weapons has changed the outcome of more than one conflict. The designers at GAER were unable to diminish the power demands for the weapon and, as a result, energy cells are drained rapidly under continued use.

GAER Rotary Lancer. GAER was inspired by the popularity of the Forge M50 and set about designing a heavy materium equivalent, the result was the Rotary Lancer. The rotary function may well only serve as an aesthetic, although the engineers at GAER contend it adds longevity to the Rotary Lancer, however the damage output and reliability of the weapon are not in dispute. While expensive, the Rotary Lancer is considered the pinnacle of sustained automatic-fire weaponry today.

NM-949 Lightning Gun® Always innovating, the engineers at Nevermind MateriaWerks expanded their ability to draw elemental effects from materium with their latest entry, the NM-949 Lightning Gun®. This heavy

HEAVY WEAPONS

Name	Cost	Damage	Weight	Properties
Assault Cannons				
Forge M1800	14,000	16d8 piercing	40 lbs.	Ammunition (range 200/2,000), heavy, penetrating, reload (5 shots), two-handed
Trekboer Tactical Cannon	16,000	16d8 piercing	60 lb.	Ammunition (range 200/2,000), heavy, penetrating, reload (7 shots), two-handed
Grenade Launchers				
Cormyr General Tactical Mortar	4,000	-	6 lbs.	Ammunition (range 100/1,000), heavy, reload (6 shots), two-handed
Trekboer Starfall Launcher	7,200	-	9 lbs.	Ammunition (range 120/1,200), heavy, reload (10 shots), two-handed
Heavy Energy Weapons				
Cormyr General Flame Tongue	9,000	6d6 fire	40 lbs.	Cone (range (30) heavy, reload (30 shots) two-handed
GAER Materium Cannon	20,000	20d8 force	30 lbs.	Ammunition (range 300/3,000), heavy, penetrating, reload (10 shots), two-handed
GAER Rotary Lancer	16,000	6d8 force	25 lbs.	Ammunition (range 200/2,000), burst fire, heavy, reload (1000 shots), two-handed
NM-1600 Eruptor	17,000	6d8 fire	30 lbs.	Ammunition (range 200/2,000), burst fire, heavy, reload (800 shots), two-handed
NM-949 Lightning Gun	16,500	8d8 lightning	32 lbs.	Line (range 120), heavy, reload (10 shots), two-handed
Machine Guns				
Ares Warlord	5,000	5d6 piercing	22 lbs.	Ammunition (range 120/1,200), burst fire, heavy, reload (300 shots), two-handed
Cormyr General Heavy	6,000	5d6 piercing	30 lbs.	Ammunition (range 120/1,200), burst fire, heavy, reload (500 shots), two-handed
Forge M50 Rotary Gun	8,000	6d6 piercing	40 lbs.	Ammunition (range 120/1,200), burst fire, heavy, reload (600 shots), two-handed
GDI Ultra Heavy Machine Gun	11,000	6d8 piercing	70 lbs.	Ammunition (range 150/1,500), burst fire, heavy, reload (800 shots), two-handed
Missile Launchers				
Ares Javelin Launcher	12,500	-	16 lbs.	Ammunition (range 300/3,000), heavy, reload (2 shots), two-handed
GDI MIRV Launcher	18,000	-	24 lbs.	Ammunition (range 300/3,000), heavy, multi-shot, reload (6 shots), two-handed
Tu Chang HMG Flame Arrow	8,000	-	18 lbs.	Ammunition (range 200/2,000) heavy, loading, two-handed

weapon looks akin to an elaborate electromagnet with supply lines running to a power supply conveniently stored in a nanofiber backpack. When discharged, the Lightning Gun® will emit a 150- foot long bolt of lightning from the tip of the weapon. While the recoil from this attack is noticeable, it is also manageable (although Nevermind MateriaWerks recommends the latest gyro stabilizers for sustained use).

NM-1600 Eruptor®   The Eruptor® was designed as an answer to the GDI Ultra , wanting to provide a powerful alternative to the machine gun market. The Eruptor is known for the gaping discharge barrel that emits a series of flood of signature red, superheated, bolts of energy. Using the Eruptor® often leaves the battlefield littered with pocket fires.

Trekboer Tactical Cannon   Trekboer is attempting to take on the M1800 with their offering the Trekboer Tactical Cannon (or the TTC). The TTC offers an extended magazine along with comparable range and damage capabilities, although they haven't matched the M1800's

Tu Chang HMG Flame Arrow® The HMG (Huǒ Máo Guǎnlǐ-yuán) Flame Arrow® is an economical and effective missile launcher that aims to capture some of the market share away from the Ares Javelin® Launcher. The Flame Arrow® comes with an over-the-shoulder missile storage system that allows for easy transport and loading of additional missiles. The launcher itself can be shoulder or hip fired and hopes to provide the mobility and flexibility of the Javelin® with the battlefield stamina of the GDI MIRV®, all at a superior price point.

AMMUNITION

Ammunition is offered in many varieties in official and black markets. The price for more advanced ammunition tends to limit their use to interstellar organizations or planet sponsored military units. Unless otherwise stated, it is possible for ammunition to be exchanged for ammo in the same weapon class. For example, all assault rifles can share ammunition as they fire a similar caliber round.

Armor Piercing Rounds. This ammunition comes in an adamantine coated jacket that allows the round to pierce armor.

Assault Cannon Shells. These mortar rounds are jacketed in a high-carbon alloyed steel and are extremely stable. Assault cannon shells can be belt fed.

CEO® Fragmentation Grenades. CEOs or Compressed Exothermic Ordnance are mini-grenades manufactured by Cormyr General. They are three-inch cylinders designed for use in the Cormyr General Tactical Mortar but can be thrown.

CEO® Smoke Grenades. This CEOs or Compressed Exothermic Ordnance does not include an explosive charge, but instead releases a continuous stream of smoke for up to 1 minute. They are designed for use in the Cormyr General Tactical Mortar but can be thrown.

Cormyr General Fuel Cannister. This fuel cannister is made from a reinforced titanium alloy and holds the carbon rich synthetic fuel for the Cormyr General Flame Tongue®. Each cannister holds enough fuel for up to 30 blasts of fire from the Cormyr General Flame Tongue®.

Corrosive Rounds. Filled with a highly acidic chemical compound that becomes virulent when exposed to nitrogen, these rounds are designed to break upon impact and shower the target with its acidic contents.

Fragmentation Grenade. Small, self-contained packages of explosive, a timer, and a detonator – fragmentation grenades are deadly staples of the modern battlefield. The modern timing device included in the grenade allow detonation to occur upon impact or up to 2 hours (depending upon settings). Fragmentation grenades explode in a 20-foot radius, damaging all targets in that radius with piercing damage caused by small titanium slivers placed inside the grenade, damage is halved for targets who succeed in a Dexterity save (DC 15).

Grenades vary in their shape and basic design based on their manufacturer, but the functionality of the explosive remains unchanged.

GAER Materium Cell. This energy cell is designed to work with GAER energy weapons and provides a fixed amount of power that is depleted based on the energy consumption of the weapon.

Incendiary Missile. The incendiary missile is a guided, airborne ranged weapon capable of self-propelled flight. The incendiary missile is composed of a four-part system: guidance system, flight system, engine, and warhead. The guidance system is designed with AnyTarget® targeting capabilities (including surface-to-surface, surface-to-air, air-to-surface, and air-to-air) and the warhead on incendiary missiles is designed to deliver a fiery explosion. Targets in the affected area must succeed on a Dexterity save (DC 15) or take 16d8 points of fire damage, a successful save halves this damage.

Incendiary Rounds. These rounds are filled with a volatile phosphorus compound that ignites upon firing, leaving a trail of blue smoke. Once the round hits the target it begins burning through metal, clothing, and living tissue. Although not intended to start fires, incendiary rounds are dangerous when they strike flammable substances or dry brush.

Lantan Cryo® Cell. This energy cell is intended to work with Lantan Corporation energy weapons and provide a fixed amount of power that is depleted based on the energy consumption of the weapon.

Materium Grenade. Smoke grenades work much like fragmentation grenades, including varied shapes and the advanced timer function for delayed ignition. Materium grenades explode in a 20-foot radius, damaging all targets in that radius with force damage caused through exposure to weaponized materium contained in the grenade, damage is halved for targets who succeed in a Dexterity save (DC 15).

Missile (Standard). The traditional missile is is composed of a four-part system: guidance system, flight system, engine, and warhead. The guidance system is designed with AnyTarget® targeting capabilities (including surface-to-surface, surface-to-air, air-to-surface, and air-to-air) and the warhead on a missile is designed to deliver an explosion, complimented with metal fragments to damage nearby targets. Creatures in the affected area must succeed on a Dexterity save (DC 15) or take 16d8 points of piercing damage, a successful save halves this damage.

Needler Rounds. Tiny metal slivers function as the ammunition for needler rounds. They are very effective against unprotected targets and are often used to deliver narcotic or poisonous agents along with the damage

AMMUNITION

Name	Cost	Damage	Weight	Properties
Ammunition (per 10 shots)				
Armor Piercing	100	As weapon	1 lb.	Penetrating
Corrosive	200	As weapon	½ lb.	Changes weapon damage to acid damage
Incendiary	150	As weapon	½ lb.	Changes weapon damage to fire damage
Needler	10	As weapon	¼ lbs.	Can apply additional damage from poison
Standard	20	As weapon	½ lb.	-
Energy Weapon Ammunition (per 50 shots)				
Lantan Cryo Cell	500	As weapon	1 lb.	-
GAER Materium Cell	300	As weapon	1 lb.	-
NM Incineration Cell	500	As weapon	1 lb.	-
NM Lightning Cell	100	As weapon	1 lb.	-
Grenades				
CEO – Fragmentation	400	4d6 piercing	½ lb.	15-foot radius explosion (DC 15), Thrown (range 20/60)
CEO - Smoke	300	-	½ lb.	Smoke, Throw (range 20/60)
Fragmentation	500	5d6 piercing	1 lb.	20-foot radius explosion (DC 15), Thrown (range 60/180)
Materium	800	8d6 force	1 lb.	20-foot radius explosion (DC 15), Thrown (range 60/180)
Smoke	300	-	1 lb.	Smoke, Thrown (range 60/180)
Tangler	600	-	1 lb.	20-foot radius entanglement (DC 15), Thrown (range 60/180)
Heavy Weapon Ammunition				
Assault Cannon Shell	1,000	As weapon	3 lbs.	10-foot radius explosion (DC 15)
Cormyr Fuel Cannister	150	As weapon	8 lbs.	-
Missiles				
Incendiary	3,000	16d8 fire	6 lbs.	20-foot radius explosion (DC 15)
Standard	2,000	16d8 piercing	6 lbs.	20-foot' radius explosion (DC 15)

damage caused by the metal fragments. Targets have resistance to piercing damage when needler rounds are used against targets wearing medium or heavy armor (or those with natural armor that provides a base armor class of 14 or higher).

Nevermind MateriaWerks Incineration® Cell. This energy cell is intended to work with Nevermind MateriaWerks energy weapons that deliver fire damage and provide a fixed amount of power that is depleted based on the energy consumption of the weapon.

Nevermind MateriaWerks Lightning® Cell. This energy cell is intended to work with Nevermind MateriaWerks energy weapons that deliver lightning damage and provide a fixed amount of power that is depleted based on the energy consumption of the weapon.

Currently the only weapon that utilizes the Lightning Cell is the Nevermind MateriaWerks Lightning® Gun.

Smoke Grenade. Smoke grenades work much like fragmentation grenades, including varied shapes and the advanced timer function for delayed ignition. However, smoke grenades are cannisters filled with a compressed colored gas that emits the smoke for 1

minute after ignition. Smoke grenades create a 20-foot radius cloud of smoke, heavily obscuring the area. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 miles or more per hour) disperses it in 1 round.

Standard Ammunition. GDI's Ultra® Heavy Machine Gun is the largest, and perhaps most dangerous, firearm available on the market today. GDI managed to make everything a little bigger, from the caliber of the munitions to the size of the best-fed, shoulder-mounted magazine. The Ultra® is very heavy is unwieldy for most users outside of Assault Armor (or Giff, of course).

Tangler Grenade. Tangler grenades work much like fragmentation grenades, including varied shapes and the advanced timer function for delayed ignition. Tangler grenades are filled with a hyper-viscous chemical compound that explodes into a thin, but incredibly strong, froth, that expands out in a 20-foot radius, restraining all targets in that radius for 1 minute, unless they succeed on a Strength save (DC 15). If a target fails this save, they may attempt a Strength save (DC 15) each round to free themselves from the tangling froth.

Weapon Modifications

Weapons can support various modifications and accessories, from simple additions like silencers and imaging scopes to more complex weapon overhauls, like customization and using lighter materials.

Many modifications are mounted on the weapon, either an internal, barrel mount, top mount, or under-barrel mount attachments, and only one attachment can be mounted in each of these positions (regardless of the number of modifications supported by the weapon).

While many of these modifications are available for purchase, characters with the proper Tool Proficiency can craft these modifications over time.

Blade Mount. This weapon modification allows a knife or dagger to be attached under the barrel of a rifle or on the hilt of a medium-sized or larger melee weapon. Melee attacks with a dagger or knife using this housing requires the Simple Weapons proficiency and allows you to use your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Biometric Reader. This internal modification has a specialized biometric reader built into the weapon's grip, with the owner's palm print stored on memory inside the device. When the weapon is picked up, the reader scans for the correct palm print and will only activate (or disengage the safety) on a successful scan. Attempts to override this internal mechanism are fairly difficult and require an Arctechnology (Int) check (DC 20) to successfully bypass the lockout.

Bipod. Bipods are a pair of leg braces that extend downward from the weapon. Telescoping technology allows the weapon to be fired in a standing, siting, or lying position. The bipod uses the under-barrel mount and can be deployed or retracted as a bonus action. The bipod adds a +2 bonus to hit when using a weapon's autofire function.

Pistols and Submachine Guns cannot use the Bipod.

Combat HUD Sensor. The Combat HUD Sensor provides a feedback circuit calibrating the weapon's angle of fire, identified targets in the field, and an ammunition tracker, all of which appears in the shooter's field of vision (when connected to a HUD display device, such as Display Glasses, Display Googles, or similar devices). The shooter sees a red cross hair, identifying where the weapon will target and identified allies outlined in white. Ally designations can be accomplished by scanning them in advance and applying a RFID designation that lasts for 10 minutes.

The Combat HUD Sensor comes in an external and internal packages. The external packages occupy the under-barrel mount. In either case, without connecting to a display device the sensor is useless.

When using the Combat HUD Sensor with a linked display device the user always knows the exact amount of ammunition available, can easily identify designated allies, and receives a +2 bonus to hit with the linked weapon.

Concealable Holster. Customed designed for a specific pistol, the holster is designed to be worn over the hip, in the small of the back, on the ankle, or the forearm. It grants advantage on Sleight of Hand (Dex) ability checks made to conceal the weapon in the holster. Rifles and Heavy Weapons cannot make use of the concealable holster.

Customized Grip. This modification replaces the standard grip with a custom-molded grip. The increased comfort and reliability of this grip grants a +1 bonus to hit with the weapon.

Foregrip. This modification utilizes the under-barrel mount and helps to reduce recoil. The foregrip grants a +1 bonus to hit to attacks using the autofire attack option. Forgrips can be mounted on submachine guns, assault rifles, and shotguns.

Gyro Stabilizer. This accessory includes a cushioned harness and belt with an attached, gyro-stabilizing arm that mounts to a rifle or heavy weapon. This weapon mounting kit completely neutralizes recoil. The gyro stabilizer negates the disadvantage penalty associated with the autofire action, as part of a weapon's burst fire attack. The harness and belt comes with a quick release for dropping the stabilizer and any attached weapon as a bonus action, otherwise getting into and out of the stabilizing harness takes 1 minute. The gyro stabilizer utilizes the under-barrel weapon mount.

There is a more advanced, and more expensive, version of the gyro stabilizer that is integrated into a specific weapon. This modification provides counter-weights and an auto-gyro that automatically stabilizes the weapon. The integrated gyro stabilizer's weight equals 50% of the weapon's weight and occupies the internal and under-barrel mounts.

Imaging Scope. Imaging scopes utilize the top mount housing for a weapon and are found with all weapon types. Imaging scopes come with various capabilities including darkvision, infravision, and magnification capabilities. It is possible to add one or all of these options into a single imaging scope, meaning a scope

WEAPON MODIFICATIONS

Name	Cost	Weight
Blade Mount	50	1 lb.
Biometric Reader	2,000	-
Bipod	300	4 lbs.
Combat HUD Sensor	1,000	½ lb.
Combat HUD Sensor, Integrated	2,000	¼ lb.
Concealable Holster	120	½ lb.
Customized Grip	300	-
Foregrip	100	1 lb.
Gyro Stabilizer	2,500	20 lbs.
Gyro Stabilizer, Integrated	5,000	*
Imaging Scope		
Darkvision	500	1 lb.
Infravision	1,000	1 lb.
Magnification	600	1 lb.
Laser Sight	500	½ lb.
Lighter Material	**	-
Materium Lantern	50	¼ lb.
Quick Draw Holster	200	½ lb.
Poison Delivery	350	¼ lb.
Range Finder	500	-
Silencer	500	½ lb.
Sound Suppressers	800	1 lb.
Standard Holster	60	½ lb.
Stock	200	1 lb.

could have darkvision and magnification capabilities, albeit at a higher cost.

Darkvision imaging scopes grant darkvision through the sight with a range equal to the short range of the weapon.

Infravision imaging scopes grants infravision through the sight with a range equal to the short range of the weapon.

Magnificiation imaging scopes negate the disadvantage penalty for attacks made at long range.

Laser Sight. This modification produces a laser beam calibrated to mirror the sightline of the weapon that produces a glowing red spot on the target. Using a laser sight provides a +1 bonus to hit for all targets within 120 feet. Laser sights can be placed using the top mount or under-barrel mount housings.

Lighter Material. By completely rebuilding the weapon using nanocarbon composites and mithril alloys to lower the weapon's weight are highly effective, but expensive. Heavy weapons cannot benefit from this modification.

Materium Lantern. This tactical lantern casts a 60-foot cone of light from weapon sight. Flashlights can be top under-barrel mounted.

Quick Draw Holster. This holster is designed to allow a weapon to be drawn and fired with greater ease and speed than a traditional holster.   Weapons drawn from this holster can be done with a bonus action or a reaction. Only pistols can make use of the quick draw holster.

Poison Delivery. A bladed or piercing melee weapon with this modification has a reservoir in the handle which contains three doses of a poisonous substance. The system is activated with a small, integrated switch which will coat the blade or point of the weapon with the chemical. A successful hit with the weapon will deliver normal melee damage and administer a dose of the poison to the target (requiring application saving throws per the specific pharmaceutical or toxic agent).

Refilling the reservoir takes a full round and requires concentration to complete correctly.

Range Finder. This device estimates the range to a target and feeds that information into a Combat HUD or linked Display Glasses (or Display Goggles). Attacks made with a weapon using a range finder receive a +2 bonus to hit for attacks made at long range. This bonus is not cumulative with magnification scopes or devices. damage caused by the metal fragments.

Silencer. The silencer is a barrel-mounted accessory that reduces the sound and flash of a weapon'sdischarge. Silencers cannot be mounted on heavy weapons or weapons capable of burst fire. Any Perception (Wis) checks to notice gunfire from a weapon with a silencer are made at disadvantage.

Sound Suppresser. The sound suppresser works similar to the silencer in reducing the sound and flash of a weapon's discharge. Like the silencer, sound suppressers are barrel-mounted but, unlike silencers, sound suppressers can be mounted on weapons capable of burst fire. Any Perception (Wis) checks to notice gunfire from a weapon with a sound suppresser are made at disadvantage. .

Standard Holster. Standard holsters are used for pistols and can be worn over the hip, the small of the back, on the ankle, thigh, or forearm.
minute after ignition. Smoke grenades create a 20-foot radius cloud of smoke, heavily obscuring the area. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 miles or more per hour) disperses it in 1 round.

Stock. A telescoping stock can be added to submachine guns and pistols to help reduce recoil. The stock adds a +1 bonus to hit when using a weapon's autofire function.

Adventuring Gear

The following section details some of the most common equipment found in Known Space. Most of the equipment listed is powered with a materium power cell but will continue to function indefinitely without the need for a replacement cell (unlike some weapons, which require higher outputs of energy). The equipment listed below covers a wide range of complexity, from a simple condensing flask to an ultrasonic emitter, but all are generally available in most markets.

This section is not a replacement for the gear listed in the *Player's Handbook*, as travelers of the Void will still make use of items such as backpacks, rope, and rations. Although these items have evolved over time, with nylon replacing hemp rope and ration bars replacing the dry tack of previous centuries, their effectiveness is essentially the same.

Arc Lighter. The arc lighter uses a spark to create a plasma conduit between two electrodes, which are continuously powered by a tiny, integrated materium cell.

Autogill. The Autogill covers the mouth and nose, extracting breathable air from watery environments. The Autogill takes in water and separates the hydrogen and oxygen molecules, supplying the wearer with oxygen and expelling the hydrogen. It functions continuously and can be used to convert breathable air from other environments but can only separate molecular components.

Bioreader. The basic function of a bioreader is to confirm the target's medical information, including DNA. It can also be used to quickly diagnose physiological ailments and locates both external and internal injuries though a micro-flux magnetic resonance imager. High quality bioreaders are

staples in hospitals, while lower grade bioreaders are common in shops, allowing merchants to identify patrons and bill their interstellar bank accounts accordingly.

When using the bioreader, you gain Advantage on Wisdom (Medicine) checks to diagnose injuries and conditions.

Biomonitor. A specialized bioreader, this tiny device is implanted beneath the surface of your skin (normally the upper arm is chosen) and continuously monitors your heart rate, blood pressure, and breathing capacity, as well as any physical trauma. This information is stored within the biomonitor but can also be broadcast up to 5 miles on a preselected frequency.

Bug Scanner. Bug scanners monitor various frequencies to isolate locally generated signals. The scanner will not detect bugs (surveillance devices and constructs) unless they are actively recording or transmitting.

Bug scanners sense the presence of bugs in a 60-foot radius and work continuously, unless deactivated.

Chem Sniffer. This device analyzes molecules in the air and sounds an alarm if it detects concentrations of explosives, ammunition propellant, or poisonous substances (either pharmacological or natural).

While this device is active, sense the presence of explosives, firearms, poisons, or poisonous creatures within 30 feet of you.

Commlink. A personal communications device, the commlink functions as a wireless video transmitter and audio transceiver with an effective range of up to 500 miles (although this can connect to satellite relays, allowing for global ranges in those cases). Commlinks vary in style and size, with most integrating into jewelry or earbuds, although they are often integrated into helmets.

Commlinks can be encrypted with advanced software, at the additional expense of the software.

Condensing Flask. A condensing flask is a vacuum sealed metal flask capable of holding one pint of water. On the exterior of the flask there are nano-collectors that attract water vapor in the air, transferring this water through tubing that eliminates toxins and contaminants, ensuring the water is potable. In most environments, it takes 8 hours to refill the flask.

Databook. The databook resembles a traditional, albeit archaic, book approximately 8 inches long and 2 inches thick. When opened, the databook's abilities become clearer as a complex personal device used to store information and communicate with others. Information stored in the databook is projected from the 'opened book' into a shallow holographic field. You can interface

GEAR

Name	Cost	Weight		Name	Cost	Weight
Arc Lighter	10	¼ lb.		Grapple Gun	50	3 lbs.
Autogill	250	¼ lb.		Titanium Alloy Cable	50	4 lbs.
Bioreader	200	-		Mithril Alloy Cable	200	1 lb.
Biomonitor	500	-		Hand Flare	10	¼ lb.
Bug Scanner	1,500	1 lb.		Holodisplay	300	1 lb.
Chem Sniffer	1,000	2 lbs.		Hologuise	3,000	½ lb.
Commlink	200	¼ lb.		Laser Microphone	500	2 lbs.
Condensing Flask	20	1 lb.		Laser Tripwire	100	1 lb.
Databook	500	4 lbs.		Maglock	50	1 lb.
Databracer	150	2 lbs.		Materium Cell	10	1 lb.
Disintegrative Gel	300	-		Materium Lantern	20	1 lb.
Display Gear	200	1 lb.		Materium Torch	50	2 lbs.
Combat HUD	500	-		Medi-Salve	50	¼ lb.
Darkvision	250	-		Microrecorder	250	-
Flashguard	100	-		Neural Scrambler	10,000	1 lb.
Infravision	300	-		Oxygen Depletion Disk	20	¼ lb.
Magnification	100	-		Piton, Self-Anchoring	10	¼ lb.
Ultrasonic	500	-		Purifier	20	1 lb.
X-ray	800	-		Sensor Array	2,000	25 lbs.
Distress Beacon	50	2 lbs.		Sensor Array, Personal	500	1 lb.
Energy Shield		3 lbs.		Signal Jammer	200	2 lbs.
Personal	500	-		Solar Tent	100	6 lbs.
Advanced	2,000	-		Sonic Dampener	2,000	5 lbs.
Security Grade	5,000	-		Soother Pulse	300	1 lb.
Military Grade	15,000	-		Survival Suit	500	8 lbs.
Environmental Suit	200	6 lbs.		Ultrasound Emitter	800	2 lbs.

with the databook through hand movements or voice commands and transmit information from your databook to a stationary terminal or ship's computer within 1 mile of the databook.

Databooks can store written information, drawings, and images as if it were a notebook with 50,000 pages. The databook may load software programs, including encryption software, to protection information stored within it.

Databracer. The databracer is a device that functions similarly to the databook, except appears as a 5-inch metallic bracer on your forearm. Activation of the databracer is done by waiving your hand above it, activating the hologenerator. Databracers can only sore up to 5,000 pages of data, but otherwise function the same as a databook.

Disintegrative Gel. This highly acidic compound is stored in two separate containers and then combined for form disintegrative gel – the most destructive chemical agent available on the market today.

This gel is used most often to bypass doorways on ships or to cut through debris. It takes 1 minute for the dissolving agent to manifest but once activated the gel will cut through every known substance. Objects or creatures in contact with disintegrative gel take 5d6+20 points of damage every round, lasting up to 5 rounds.

One application of disintegrative gel creates a 1" wide line up to 24 feet long.

Display® Gear. A self-contained vision enhancer and virtual reality simulator, Display® gear often looks like a pair of transparent glasses with connecting ear buds. In addition to the virtual reality display, the glasses can include multiple vision enhancements and can alternate between settings with simple eye movements.

The glasses allow the user to see their surroundings and display information simultaneously, or they can indulge in a full virtual reality.

Display® gear can come in different styles and forms, with goggles being a choice for more active customers – it is also possible to integrate display glasses into helmets, at normal prices of course.

Any of (or all) of the following upgrades can be applied to Display® glasses:

The Combat HUD upgrade links with a weapon (or weapons) that has a Combat HUD sensor.

The darkvision upgrade grants you darkvision up to a range of 120 feet.

The flashguard upgrade gives you advantage on saves to avoid becoming blinded (when this is caused by exposure to light).

The infravision upgrade grants you thermographic sight, up to 120 feet – foiling most Dexterity (Stealth) checks.

The magnification upgrade can amplify your field of vision by a factor of up to 50 times. This removes any penalties or disadvantages on Wisdom (Perception) checks related to vision, and to attacks made at long range.

The Ultrasonic upgrade allows your display goggles to receive and share information gained from an ultrasonic emitter.

The X-Ray upgrade allows you to see into and through solid matter. This vision has a range of 30 feet and can penetrate 1 foot of stone, 1 inch of metal, or 3 feet of wood or earth. Thicker substances or even a thin sheet of lead will block this vision.

Use of the x-ray spectrum can cause fatigue, requiring you to succeed on a DC 15 Constitution saving throw after us, or gain one level of exhaustion.

Distress Beacon. Considered an invaluable device for explorers and military operatives who may become the target of a search and rescue. Once activated, the distress beacon will transmit a continuous pulse that can be detected on distress frequencies. The range of the distress beacon is up to 2,000 miles (capable of reaching satellite systems and ships in orbit) and each carries a unique signature.

Distress beacons normally appear as a small three-inch long cylinder but can be a small as a button or piece of jewelry for twice the listed price.

Energy Shield. Energy shields protect you from high-speed kinetic and elemental damage, namely firearm attacks, energy weapon attacks, and most spells. Melee weapons and touch spells move slow enough to not trigger the energy shield and bypass the energy shield's damage absorption.

Normal energy shields will absorb the first 20 points of damage caused by firearms, energy weapons, some breath weapons, spell effects. Once this limit is reached, the shield 'breaks' and will reactivate after 1 minute of recharging.

Advanced energy shields can absorb up to 50 points of damage and security grade energy shields absorb the first 100 points of damage, while military-grade energy shields will update up to 250 points of damage before requiring a recharge cycle.

Environmental Suit. This nanofiber, impermeable clothing is a booted body suit, including gloves and an integrated helmet that includes an air filter. Environmental suits are often form fitting and protect the wearer against extreme temperatures, physical toxins, and those toxins found in the air – although they are not equipped to protect against the vacuum of the Void.

When wearing an environmental suit, you gain resistance to cold and fire damage, are unaffected by toxic effects delivered through the air (such as a Stinking Cloud spell or a troglodyte's stench) and are protected against your physical environment. Environmental suits are resistant to tears and cuts but can be damaged (AC 15 , 18 hit points).

Grapple Gun. The grapple gun is a self-contained unit that appears as a six-inch long cylinder with a grappling piton at one end and a sliding hook on the other. Grapple guns employ either a titanium or mithril cable with a total length of 100 feet and launch the piton at high speeds, intended to anchor itself into any hard surface.

The grapple gun can be used by itself or attached to a weapon, using the under-barrel mount.

Titanium cable is light and extremely durable, capable of holding up to 5,000 lbs.

Mithril cable is stronger than steel while being as flexible and light as silk thread. Microthreads are wrapped hundreds of times in a swirling pattern to create a mithril cable capable of supporting up to 10,000 lbs.

Hand Flare. Coming in a variety of colors, the hand flare is roughly the size of a pen and can be held without risk of injury or can launch the flare up to 500 feet. Flares casts a bright light in a 60-foot radius and dim light for an additional 120 feet. Once lit, the flare lasts for 1 minute.

Holodisplay. This handheld hologram projector can used to view recorded information or project holograms though a commlink connection. They are often used in conjunction with commlinks to provide both audible and visual communications.

Larger, commercial holodisplays exist for communication, entertainment, and advertisement purposes.

Hologuise. This device looks no different than a common necklace but when activated will project a holographic disguise over your head and face. Using a hologuise you can generate a random face or imitate a specific face. You can't change your body type, but you can make your face appear thinner or fatter. Like all holograms, the hologuise does not hold up to physical inspection.

To discern you are using a disguise, a creature must use its action to inspect your appearance and succeed on an Intelligence (Investigation) check against a DC of 17.

Laser Microphone. This device generates a 500-foot beam of light that is cast onto a solid object, like a windowpane or door, and records the vibrational variations on the surface and translates that into sounds occurring on the other side of the surface.

The laser microphone can transmit the translated audio to a connected commlink and is effective in a 30-foot radius from the laser pinpoint.

Laser Tripwire. A replacement for the physical tripwire, the laser tripwire projects a beam of light from the tripwire generator. If this beam of light is broken, the laser tripwire will transmit a signal to raise an alarm, turn on lights, or trigger a linked explosive.

Several laser tripwires can be set up in a relay, with each connecting to the other, to provide a continuous perimeter.

Maglock. The most common physical security device is the maglock. These electro-magnetic locks can be opened through recognized voice commands, passkeys, or with a linked bioreader. The magnetic connection is so strong that forcing a maglock is nearly impossible, destroying the connected doorway is simpler.

Most maglocks come with advanced encryption, meaning you can bypass the maglock using an A.I. toolkit with a successful DC 15 Intelligence check.

Materium Cell. This small battery provides power for various arcanium devices. Designs vary based on particular devices, but most appear as small 1" insulating cubes containing a single grain of materium.

Materium Lantern. This is a 3" cube is a device that generates a light source in a variety of colors and shapes. Nearly any visual color can be selected by the lantern and light patterns can vary between a 300-foot beam of light, a 60-foot cone of light, or a 30-foot radius of light.

The materium lantern can be programmed to generate light bursts in a pattern or continuously. Materium lanterns can be hand-held but easily attack to helmets or weapons.

Materium Torch. The materium torch creates a small gout of blue flame that generates a temporary plasma used to cut through or bond metals. The materium torch deals 2d10 points of fire damage every round to immobile objects, requiring careful use of the torch. If the materium torch is used in combat this damage decreases to 1d10 points of fire damage, as the materium torch's effectiveness relies on steady application.

Medi-Salve. This miracle of modern medicine is a compounded medicinal agent that includes over 40 healing medications, omni-proteins, and stimulants that accelerate natural recuperative function.

Each medi-salve is stored in a thin, breakable casing that allows the oinment to be applied directly to a wound or swallowed. Once applied, medi-salve heals a creature for 2d8+2 hit points, removes any poisons, and cures any diseases.

Microrecorder. Considered the traditional "dumb" bug, the microrecoder can be as small as a half-inch wide and can record up to 4 hours of audio and video before needing to transmit information. Most are set to activate with motion or voice-detection and comes with an integrated commlink.

Neural Scrambler. This hand-held device, roughly the size of a pen, generates a high-frequency transmission that inhibits brain function in most species. Creatures within a 30-foot radius must make a Constitution saving throw (DC 16) or be stunned.

While the neural scrambler is active, stunned creatures must make a Constitution saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

Each neural scrambler comes with a pair of ear buds that protect the user from the stunning effects of the device.

Oxygen Depletion Disk. These small disks are less than 2 inches wide and are used to extinguish fires. They extinguish all nonmagical fires in a 20 ft radius. Creatures caught in the depletion field must succeed on a Constitution saving throw (DC 8) or be stunned, for the next round, by the sudden loss of oxygen.

Piton, Self-Anchoring. Used to scale natural and manufactured surfaces, the self-anchoring piton will attach itself to any surface it is placed against, either through magnetism, if the surface is ferrous, or by deploying five metal barbs an inch deep into the nearby surface. The pitons can be released by pressing a button on the center of the piton and each can support up to 2,000 lbs.

Purifying Melange. This chemical compound can be sprinkled over food or drink and will render any non-magical poisons or diseases inert..

Sensor Array. This device is a large tripod with a rotating sensor disc that continuously scans in a 2-mile radius. The sensor array can detect comm transmissions, mineral deposits, energy fields, and life forms.

The sensor array can penetrate most barriers, but is blocked by 10 foot of stone, 1 foot of common metal, or 30 feet of wood or earth.

The results of these scans are shown in an integrated display panel, but can also be sent to connected commlinks, databooks, and databracers.

There is a personal sensor array that is a hand-held device that can perform similar scans in a 60-foot cone.

Signal Jammer. The signal jammer attempts to scramble broadcasts signals. Unencrypted channels are automatically scrambled, but encrypted channels mayresist the attempt. To successfully disrupt an encrypted channel the signal jammer must succeed on an Intelligence check (with a passive +5 bonus to the roll) against the encryption rating of the channel.
 DMs may decide more advanced signal jammers (with higher passive bonuses) at a higher cost.

Solar Tent. These modern 6-person tents collect energy from integrated solar receptors in their carbon mesh. This energy is used to generate an illuminated, dry, and temperate environment within the tent, regardless of exterior conditions (other than environmental extremes, such as a vacuum).

Sonic Dampener. This device, appearing as a 3" rectangular box that attaches easily to a belt or placed in a pocket, generates a 5-foot radius field of sonic energy that diminishes sound produced within the field. You have advantage on any Stealth (Dexterity) checks made within the field and any Wisdom (Perception) checks made to notice sounds from within the field are made with disadvantage.

Soothing Pulsar. This small sphere emits a pulsating light and high-frequency vibration designed to calm most animal species. When activated the Soothing Pulsar will float in the air, scanning nearby species with an embedded biomonitor. Once it identifies hostile creatures it will emit a series of light and sub-audible patterns until it identifies the preferred pattern for that species.

When you use a soothing pulsar you gain advantage on Wisdom (Animal Handling) checks.

Survival Suit. The survival suit is an achievement of technology originally manufactured for the Explorer Corps. A full body suit that allows the wearer to function for days or even weeks without external food or water sources, the survival suit functions by recycling sweat and urine into purified water and extracting residual nutrients from fecal waste to be repurposed into a protein paste. This water and protein paste is stored in small pouches found across the suit and consumed through a small, integrated feeding straw.

Acceptable body temperatures are maintained through chemical compounds that function as either hit sinks or heat generators, based on the need of the host.

The exterior of the survival suit is covered with integrated solar receptors that power the suits internal functions and store excess energy for up to 36 hours of continued use without recharging.

Ultrasound Emitter. The Ultrasound Sensor is a hand-held device that broadcasts a pulse of high-frequency sound in a 360-degree burst, mapping the surrounding area. This information is relayed to a linked display device (such as Display Glasses, Display Goggles, and similar devices) and provides blindsight in a 60-foot radius.

The Ultrasound Sensor is ideal for fighting in complete darkness or for targets that have defeated traditional infravision sensors.

Equipment Packs

The starting equipment you get from Your class includes a collection of useful equipment combined into a pack. The contents of these packs are listed here. You may purchase these packs for the price shown, which may be cheaper than buying the items individually.

Ambassador's Pack (400 lc) Includes a chest, a set of fine clothes, a databracer, chem sniffer, bug scanner, holodisplay, commlink, and a vial of perfume.

Artificer's Pack (650 lc). Includes an A.I. toolkit, hammer, crowbar, databracer, materium torch, commlink, 3 oxygen depletion disks, and a materium lantern.

Explorer's Pack (800 lc). Includes a backpack, solar tent, hand flare, bedroll, rations (10), survival suit, databracer, commlink, and condensing flask.

Researcher's Pack (600 lc). Includes backpack, display glasses (with magnification), commlink, databook, materium lantern, and condensing flask.

Spacehand's Pack (800 lc). Includes a backpack, databracer, commlink, materium lantern, materium torch, rations (10), and display glasses (with magnification)

Tools

Tools are a common item in the Spelljammer campaign setting, with most advanced equipment requiring at least sporadic maintenance. Your species, class, and background can provide you with proficiency in certain tools, including those found in Player's Handbook or those found in this book.

A.I. Kit.. The Arc-Tech Interface Kit (or A.I. Kit) contains handtools, spare wire, a soldering iron, and an integrated computer that allow you to add your proficiency bonus to any checks you make to bypass, rewire, or override any Arc-Tech devices (including maglocks).

A.R.C. Tools. These tools are designed to allows you to build, modify, and repair most energy weapons and devices that are materium-powered. The tools include a 3D fabricator to replace insulation and damaged components, hand tools, and a soldering iron to complete any necessary repairs..

Armorer's Tools. These tools including everything necessary to build and repair modern armors. This includes torches, bonding agents, and a 3D fabricator to generate the nanofibers and plasteel components found in most armor sets.

Biomechanic's Tools. These tools are a combination of surgical tools and Arc-Tech tools necessary to maintain and install modern body augmentations. Biomechanic's tools allow you to install, repair, and maintain cybernetic implants and replacements.

Chwrin-Zha. This rakastan game is similar to chess, having a checkered board with two opponents squaring off in a game of strategy. Unlike chess, the board is triangular (consisting of 81 spaces) and the pieces on the board are 1 lancer, 2 swift, 2 hunters, 3 guardians, and 1 emperor. The object of the game is to capture or kill the opposing players emperor. Chwin-Zha is a game known to all Rakasta and a few xenological researchers.

Construct Toolkit. This toolkit contains a variety of tools used for internal circuitry and metalworking necessary to build and repair constructs, including materium torches, a grinding saw, hand tools, and a lathe. A 3D fabricator is included to generate necessary replacement hardware.

Delerium. This game of intense strategy and misdirection involves carefully removing control rods from a specialized materium cell. Each removed rod increases the risk of exposure for each player of the game until all but one player concedes or a particularly bold player exposes and retrieves the core (this is an extremely rare occurrence). Named after the permanent side effects of materium exposure, delirium is outlawed on most Core Worlds and is more often found on Bral or the Hegemony.

Demolitionist Kit. This hand case includes clamps, a hand drill, hacksaw, assorted inspection mirrors, pliers, tweezers, and hand tools necessary to apply or disable modern explosives. Proficiency with this kit allows you to add your proficiency bonus to any ability checks you make to create or disarm explosives.

Dragonchess. This classic game from Oerth endures millennia later. Dragonchess is a three-layered chess board with the upper level often tinted white or blue (to signify the air or sky), the middle level being made of wood or tinted green (to represent the earth), and the

TOOLS

Item	Cost	Weight
Artisan's Tools		
A.I. Kit	200	4 lbs.
A.R.C. Tools	500	8 lbs.
Armorer's Tools	600	10 lbs.
Biomechanic's Tools	1,000	7 lbs.
Construct Tools	1,500	30 lbs.
Gunsmith's Tools	300	6 lbs.
Mechanic's Tools	200	10 lbs.
Omni-Tool	3,500	5 lbs.
Starship Engineer's Tools	2,000	16 lbs.
Demolitionist's Kit	250	7 lbs.
First Aid Kit	300	lb.
Gaming Set		1 lb.
Chwrin-Zha	200	1 lb.
Delerium	100	½ lb.
Dragonchess	300	-
Hajhitka	250	¼ lb.
Triad	20	½ lb.
Musical Instruments		¼ lb.
Histkin Harmonique	300	-
Rogli	80	½ lb.
Synthesizer	200	1 lb.
Thibin	10	½ lb.
Ulumuri	200	1 lb.

lower level onyx black (to signify the Underdark). Pieces are aligned based on each player's preferences at the beginning of the game. Other than the topographical capabilities, dragonchess plays much the same as the traditional game.

First Aid Kit. This small case contains bandages, splints, antibiotic ointments, antihistamines, a bioreader, and surgical tools. The consumables in the kit are exhausted after ten treatments. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Gunsmith's Tools. The tools in this kit are designed to clean, repair, and construct firearms, including a variety of files, bonding agents, tongs, and a 3D fabricator to create the chemical compounds and hardware necessary to maintain modern firearms.

Hajhitka. This soothing holographic game first originated on Thorisea, where the local dahjiti would spend their early childhood growing a seedling asahjii tree to full bloom. Hajhitka diligently reenacts the processing of planting, watering, and pruning over the course of the first year and is considered a meditative and calming activity.

Histkin Harmonique. The musical instrument resembles a flute attached to a water organ and can generate light playful notes or deep, somber emanations. .

Mechanic's Tools. This toolkit is used to maintain and repair modern vehicles (not including starships). The include auto-hammers, auto-wrenches, a portable hydraulic lift, welding torches, and hand tools.

Omni-Tool. The omni-tool represents the most advanced tool and fabrication system available today. Utilizing materium stores and modern fabricators to generate nearly any tool, chemical compound, or raw materials needed to repair personal devices and equipment, the omni-tool can function as any known tool or toolkit.

Rogli. These complex pipes (numbering 36 in all) are the invention of the gnomes of Bustlum. Improving upon the ancient wood winds, the rogli connects several of the inlets together creating a twisting musical instrument that almost resembles iron-wrought bag pipes.

Starship Engineer's Tools. These tools are designed to maintain and repair starships. A precursor to the omni-tool, starship engineer's tools comprise of dozens of specialized toolkits, each with a specific function such as starship weapons repair, core maintenance, general hull repair, or more intricate computer systems.

Proficiency with these tools helps you repair starships and starship systems, adding your proficiency bonus to checks made to repair your ship.

Unlike other tools and toolkits, starship engineer's tools do not include replacement parts. The sheer size and cost of these specialized components cannot be replicated by a 3D printer or carried by an individual.

Synthesizer.. This electronic device resembles a keyboard with a combination of programs included that allows the synthesizer to emulate nearly any musical instrument, albeit with a slightly artificial sound.

Thibin. The thibin is an exquisitely crafted and perfectly balanced flute originally manufactured in the Dwarven Clanholds. Now produced by artisans all over Known Space, a thibin from Forge is considered a prized possession.

Triad. This triangular card game is played with a deck of cards separated into three suits, one for each of the founding Core Worlds. Cards within these suits are ranked by number , while others are face cards (including the emissary, the marine, the magi, the mistress, and the lord). Cards are dealt to players, with certain suit and card combinations considered advantageous. Triad is a common game in the Void and a favorite among gamblers.

Ulumuri.. The traditional ulumuri is a natural formed conical shell found on the Hurwaeti home world of Thalassa. Imitation horns are found in markets throughout the League at the listed price, but originals from deep beneath the waves of Thalassa are often sold for thousands of credits.

Software

Accessed through terminal computers, databraces, databooks, or neural links, these software programs allows you to protect your information, learn new skills, recall memories, or experience the memories of others. There are thousands of software programs found throughout the Void but those listed below are the most common and most salient for adventurers.

Encryption. This software program will encrypt information stored or transmitted from a computer, databook, or similar devices.

Encrypted information can be decrypted by someone using a linked computer with a successful DC 15 Intelligence (Computer) check or an A.I. kit or omni-tool with a successful DC 15 Intelligence check. Your DM may decide that better encryption programs are available for higher prices.

Encryption, Active. This software program functions similarly to traditional encryption, however a failed attempt to decrypt the software will digitally tag the equipment used in the attempt, alert the authorities (if possible), and lock out the creature attempting the decryption from their A.I. kit or omni-tool (this lockout can be bypassed with a successful DC 15 Intelligence (Computer) check.

Navigation. These Explorer Corps maps of space lanes and planets allow for easy navigation within League Space (information sharing has not been secured for the Ormyrr Hegemony, the Rock of Bral, the Empire of the Rakast, or the Insectare Republic).

Neural Memory Record. These permeant memory files will allow you to relive a personal memory with perfect clarity. If accessed through Display® gear, you will see and hear everything. If accessed through a neural link, all sensorial experiences will be recalled.

Skillware. These programs are structured memories that can be stored and accessed through a neural link. When utilized, skillware allows you to know things and do things that you have never experienced or learned in your lifetime. Skillware memory encoding dominates your active (or conscious) memory, therefore it is not possible to run more than one skillware program at a time, but you can switch between programs as needed.

There are a variety of skillware programs that can be selected with each one granting you proficiency in a single vehicle type, skill, suit of armor, weapon, or tool.

Alternatively, you can purchase a virtual instructor program to teach you how a new tool proficiency or language. The cost of this program covers the full 10-week time frame needed to learn this new proficiency.

SOFTWARE

Item	Cost
Encryption	100
Encryption, Active	1,000
Navigation	200
Neural Memory Record	25
Skillware	
Armor Proficiency	750
Skill Proficiency	1,500
Tool Proficiency	500
Vehicle Proficiency	500
Virtual Instructor	200
Weapon Proficiency	1,000
Spellbook Software	
Spell Program	Spell level x Spell level x 1,000
Spellbook, Remote Storage	Total spell levels x 10
Translation Program	1,000
XS Senseware	100

Your proficiency bonus is not improved using a skillware program, nor do you gain additional benefits if you already have proficiency.

Spell Program. These programs include the complex formulas and variables necessary for a wizard to learn a new spell. They can be copied into their spellbook (assuming they are utilizing a databook to store their spells), at no additional cost.

Spellbook, Remote Storage. This program allows a wizard to store their spellbook in a secure and remote server, with the capability of accessing this information as needed. While somewhat expensive, it is considered a necessity for those wizards that travel the Void and risk losing their physical spellbook.

Translation Program This program, which can be loaded into a databracer, databook, or terminal computer, will automatically translate any known written or spoken language into one of your choosing.

XS Senseware. These modified Neural Echo programs allow you to access another person's memory without any signal thresholds. XS Senseware can be experienced through Display® gear or, more dangerously, through a neural link.

XS Senseware is extremely addictive and many users choose to loop euphoric experiences, although others focus on other intense emotions. Continued use of XS Senseware leads to numerous side effects, including amnesia, catatonia, mania, multiple personality disorder, or even death (from dehydration, malnutrition, or suicide).

Pharmaceuticals

In a world of magic and technology, where achievements of science and mysticism have removed most daily obstacles necessary for survival, a malaise permeates many of the citizens within League Space. Miracles of medicine and chemistry have unintended consequences, one of which is the abuse of pharmaceuticals. Cheaper than magic items and readily available, these drugs are commonplace among the lower rungs of society on most Core Worlds and even in the distance stars of the Periphery.

Bliss. This narcotic is most often a dark purple syrup that is injected into your bloodstream, although it can be inhaled by burning thin crystals and powder.

When you take Bliss you experience extreme euphoria for approximately 1 hour. At the end of this effect you gain one level of exhaustion.

Nimble. This stimulant, originally designed for Explorer Corps pilots, most often comes in the form of a small red capsule and digested for use. The white powder inside the capsule can be consumed directly or sprinkled into food or water as well.

When you take Nimble you make a DC 14 Constitution saving throw. If successful, you gain resistance to the side effects of exhaustion and advantage on all Dexterity saving throws and Dexterity ability checks for up to 1 hour.

If you fail your Constitution saving throw, you take 3d8 points of damage, which manifests as chest pain and tendon damage throughout your body.

After the pharmaceutical's effect, you gain one level of exhaustion and are at disadvantage on Dexterity saving throws and Dexterity ability checks for 1 hour.

Salt. This mental stimulant, whose legal name is Sulfatriptan Alphazoram Triothalene, is designed to accelerate neural receptors within the brain to enhance cognitive function.

When you take Salt you make a DC 13 Wisdom saving throw. If successful, gain advantage on Intelligence and Charisma checks for up to 1 hour.

If you fail your Wisdom saving throw, you are confused (as the *confusion* spell in the *Player's Handbook*) and remain confused until you succeed on the Wisdom saving throw.

After the pharmaceutical's effect, you are at disadvantage on Intelligence, Wisdom, and Charisma ability checks for 1 hour.

Serenity. This sedative is normally smoked, either in a pipe or hand rolled cigars, and is used to treat anxiety.

When you take Serenity you make a DC 13 Constitution saving throw. If successful, you gain immunity to fear for up to 1 hour.

PHARMACEUTICALS	
Item	**Cost**
Bliss	50
Nimble	100
Salt	75
Serenity	50
Quick Sand	150
Viking's Mist	100

If you fail your Constitution saving throw, you gain 1d3 levels of exhaustion.

After the pharmaceutical's effect, you are at disadvantage on Wisdom checks and Wisdom saving throws for 1 hour.

Quick Sand. This stimulant looks similar to red quartz or rough red sand. The vapors caused by melting this substance can be inhaled and result in enhanced reflexes and coordination.

When you take Quick Sand you make a DC 15 Constitution saving throw. If successful, your speed is doubled, you have advantage on Dexterity saving throws, and you gain a +2 bonus to your AC for up to 1 minute.

If you fail your Constitution saving throw, you take 4d6 points of damage, which manifests as intense chest pain.

After the pharmaceutical's effect, you gain one level of exhaustion.

Viking's Mist. This white powder can be inhaled or injected and results in overriding your bodies pain receptors, increasing your body's output of adrenaline, and functions as a mild hallucinogen.

When you take Viking's Mist, you make a DC 15 Constitution saving throw. If successful, you have advantage on Strength and Constitution checks, gain 1d10 temporary hit points (which are lost when the effect ends), and ignore the effects of exhaustion, for up to 1 minute.

If you fail your Constitution saving throw, enter a frenzy (similar to the Beserker's Frenzy class ability in the *Player's Handbook*), for 1 minute.

After the pharmaceutical's effect, all Strength, Constitution, and Charisma checks and saves are made with disadvantage, for 1 hour.

CYBERNETICS

When flesh fails, and sometimes even before then, cybernetics take over. Replacement limbs, enhanced organs powered by *materium* and controlled by electrical impulses, neural interfaces with dedicated microcomputers, cybernetics encompasses each these in small steps toward total body replacement, resulting in the ultimate fusion of biology and physics, of man and machine.

Many explorers and mercenaries modify their own bodies with technological augmentations called cybernetics. These upgrades given them special abilities and bonuses.

INSTALLATION, REPAIR, AND REMOVAL

Cybernetic devices are complex instruments with electrical, materium, and mechanical components. Repairing and constructing these devices can be done using the Cybermechanic's Toolkit.

When installing or removing a cybernetic device requires the use of the Cybermechanic's Toolkit and First Aid kit. At the conclusion of the surgery the patient is reduced to o hit points and is required to make a death saving throw. If they fail the saving throw, they can be stabilized with the First Aid Kit, as normal.

CYBERNETIC ATTUNEMENT

Some cybernetic devices are so invasive and powerful they require the patient's body to adjust to the radical change to their homeostasis. The process functions much the same as magic item attunement, and cybernetics that require attunement count against the maximum number of items that a character can have attuned at any time..

The process of cybernetic attunement requires the creature to spend one month focused only on the cybernetic device, continuously using the device and become accustomed to the new physiological processes associated with the device. If the month is interrupted, the attunement attempt fails. Otherwise, at the end of the month, the patient has successfully learned to incorporate the use of the cybernetic device into their physical and mental actions.

A creature can only safely incorporate up to three cybernetic devices that require attunement. Attempts to add a fourth cybernetic device (or more), pushes the creature past their homeostatic threshold, destabilizing their physical reserves and results in social disassociation. When this occurs, the creature is at disadvantage on all Charisma ability checks, death saving throws, and has resistance to healing spells and healing magical effects.

MAGICAL DISRUPTION

For reasons unexplained by science, if a spellcaster incorporates cybernetics into their bodies it interferes with their ability to cast spells. Philosophers contend this this dysfunction is the result of the physical body, a conduit for controlling and interpreting magic, being thrown into discord by the introduction of technological implants.

Each cybernetic implant (regardless of body acclimation) lowers your effective spellcasting ability by one. For example, a wizard with an Intelligence 17 who installs a neural link will treat their Intelligence as 16 for the purposes of Spell save DC and their Spell attack modifier.

CYBERNETICS

Name	Cost		Name	Cost
Arm Augmentations			Olfactory Booster	10,000
Arm Blade	8,000		Vocal Modulator	25,000
Hammerhand	20,000		*Ear Augmentations*	
Integrated Grapple Gun	2,000		Echolocator	25,000
Integrated Pistol	4,000		Integrated Microrecorder	2,000
Recoil Stabilizer	10,000		Tympanal Cluster	8,000
Replacement	10,000		Voice Stress Analyzer	10,000
Storage	2,000		*Eye Augmentations*	
Body Augmentations			Integrated Display	
Biomonitor	2,500		Combat HUD	10,000
Epidermal Armor	20,000		Darkvision	3,000
Hypermyotatic Reflexes	50,000		Infravision	5,000
Metadermal Sheath	8,000		Magnification	8,000
Respiration Compounder	2,000		Ultrasound	10,000
Respiration Filter	5,000		Integrated Microrecorder	3,000
Respiration Gills	6,000		Replacement	2,000
Toxin Binder	9,000		*Leg Augmentations*	
Trauma Buffer	20,000		Anchoring System	4,000
Cranial Augmentations			Coiling Muscle Replacement	20,000
Cerebral Accelerator	20,000		Enhanced Hauling	6,000
Integrated Commlink	3,000		Replacement	10,000
Neural Link	5,000		Storage	2,000

SUSCEPTIBILITY TO ANTI-MAGIC

Modern cybernetic devices, like all materium powered technology, are affected by Anti-magic fields and effects. Within these fields, cybernetic devices fail to work.

CYBERNETIC DEVICES

Cybernetic devices are presented in alphabetical order. A cybernetic device's description includes the name, the body location, and if it requires body acclimation.

ANCHORING SYSTEM

Leg Augmentation (prerequisite: Leg Replacement (both))

Magnetic systems or retractable pitons in your legs and feet allow you to retain your footing and climb more quickly. You have advantage on saving throws against effects that move you against your will (including being knocked prone), Strength (Athletics) checks to climb a sheer or slippery cliff or to cling to a surface, and climbing no longer halves your speed climbing no longer halves your speed

ARM BLADE

Arm Augmentation (prerequisite: Arm Replacement)

This modification of the Arm Replacement, allows you to mentally extend a telescoping blade from your forearm, past your hand. You are automatically proficient with the use of the arm blade and cannot be disarmed of it. Because of the placement and length of the weapon, you are unable to hold a shield and can only make attacks with the arm blade, or a weapon you are holding in your hand.

The blade itself can a short sword, a longsword, or a vibroblade.

ARM REPLACEMENT

Arm Augmentation (requires attunement)

This cybernetic device replaces your entire arm. This is often done to resolve the complications of an amputation. Replacement arms can appear similar to the original limb or can appear fully mechanical. Arm Replacements allow space for the storage upgrade and one additional arm augmentation. It is possible to replace both (or more) arms, with each limb replaced allowing for different arm augmentations, although each arm does require a separate body acclimation procedure.

BIOMONITOR

Body Augmentation

This surgical procedure adds an integrated Biomonitor into your chest (usually near your heart). The results can

be broadcast through a designated commlink.

Cerebral Accelerator
Cranial Augmentation (requires attunement)

You have integrated a central processing unit and digital storage into your brain. This grants you perfect memory recall and increases your ability to process mathematical and logical computations and grants advantage on Intelligence checks and Intelligence saving throws.

Coiling Musculature
Leg Augmentation (prerequisite: Leg Replacement (both))

This leg augmentation replaces traditional electro-myomer muscle tissues with a coiling musculature and flexible vertebrae inspired by hunting cats. This doubles your normal jumping distances and gives you advantage on Dexterity (Acrobatics) checks.

Ear (Integrated Microrecorder)
Ear Augmentation

You have installed a microrecorder into your inner ear, allowing you to record, store, and transmit audible information. Information from the integrated microrecorder can be transmitted through a designated commlink.

Echolocator
Ear Augmentation (requires attunement)

This augmentation grants you the ability to instinctively map your surrounding area by tracking movement and the terrain through reflected sound. This grants you blindsight in a 30-foot radius.

Enhanced Hauling
Leg Augmentation (prerequisite: Leg Replacement (both))

This leg augmentation reinforces the electro-myomer muscle tissues in your spine and legs with hydraulic pistons that greatly enhance your ability to lift and carry weight. You gain advantage on Strength checks when you can use your legs and doubles your carrying capacity.

Epidermal Armor
Body Augmentation (requires attunement)

You have replaced the first three layers of your skin with a highly flexible nanocarbon weave. Epidermal armor is obvious upon close inspection, but you will otherwise appear normal.
   When you aren't wearing armor, your AC is 14 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Eye (Integrated Microrecorder)
Eye Augmentation

You have installed a microrecorder behind the lens of your eye, allowing you to record, store, and transmit visual information. Information from the integrated microrecorder can be transmitted through a designated commlink.

Eye Replacement
Eye Augmentation

This cybernetic device replaces one or both of your eyes Replacement eyes can appear similar to the original organs, a different shape, a different color, or can appear fully artificial. Eye Replacements allow space for two additional eye augmentations.

Hammerhand
Arm Augmentation

This arm augmentation increases the myomer musculature in the limb and hand beyond normal physical limits. This grants you advantage on Strength ability checks with that limb and an additional 1d4 points of damage applied to melee attacks made with that limb.

Hypermyotatic Reflexes
Body Augmentation (requires attunement)

Hypermyotatic Reflexes implants chemical and electrical boosters throughout your central nervous system and replaces parts of your spinal column with superconducting material that greatly enhances your reaction times and physical speed

You gain +8 to Initiative rolls, advantage on Dexterity saves, you may use the Dash action as a bonus action, and you receive an extra reaction action each round.

Integrated Commlink
Cranial Augmentation

You have integrated a commlink into the skull near your inner ear. Sound conduction through the bone allows you to hear incoming messages and an implanted sub-vocal unit allows your voice to be transmitted.

Integrated Display®
Eye Augmentation (prerequisite: Eye Replacement)

This eye augmentation adds Display® technology to your cybernetic eyes. As with all Display® units, your eyes can be enhanced with one or more visual capabilities. With this augmentation, your cybernetic eyes will function as integrated Display® glasses with selected upgrades.

Integrated Grapple Gun
Arm Augmentation (prerequisite: Arm Replacement)

This arm augmentation incorporates a grapple gun and associated cable into one of your arms. You can deploy and fire the gun by flexing your electro-myomer forearm muscles.

Integrated Pistol
Arm Augmentation (prerequisite: Arm Replacement)

This modification of an Arm Replacement will either replace the hand module of your arm with a pistol muzzle or include the pistol in the forearm of your arm replacement. Deploying the pistol from your forearm is done by flexing the electro-myomer fibers in the forearm, while firing the pistol is linked to the trigger finger tendons in the arm.

Leg Replacement
Leg Augmentation (requires attunement)

This cybernetic device replaces your entire leg. This is often done to resolve the complications of an amputation. Replacement legs can appear similar to the original limb or can appear fully mechanical. Leg Replacements allow the storage upgrade and can, when both legs are replaced, include additional leg augmentations.

Metadermal Sheath
Body Augmentation

The metadermal sheath includes thousands of nano-implants in the outer layers of your skin that respond to electrical impulses to change luminosity and color. Control of this visual patterns is done through an interface on one of your forearms that allows you to manipulate the color, pattern, and brightness of your skin and hair.

You can use the metadermal sheath to generate light up to 10 feet, and dim light an additional 20 feet. This body augmentation is often used in conjunction with Epidermal Armor.

Olfactory Booster
Cranial Augmentation

This implant adds receptors to your nasal cavity that enhances your sense of smell. You gain advantage on Wisdom (Perception) checks involving smells.

Recoil Stabilizer
Arm Augmentation (prerequisite: Arm Replacement)

This arm augmentation deploys counterweights on both sides of your forearm to mitigate the recoil caused by weapons fired from the arm. This system is particularly demanding and takes the place of an arm augmentation and storage in the limb.

Respiration Compounder
Body Augmentation

This implant stores and compresses the air in the lungs and releases the reserve when air capacity reaches critical levels. With the respiration compounder, you can hold your breath twice as long.

Respiration Filter
Body Augmentation

Microscopic air scrubbers are implanted throughout your respiratory system, removing potential irritants and toxins from the air you breath. The respiration filter gives you advantage on Constitution saving throws against gas-related effects.

Respiration Gills
Body Augmentation

These cybernetic implants are placed along your neck and function as artificial gills that allow you to breath under water.

Storage
Arm or Leg Augmentation (prerequisite: Arm or Leg Replacement)

This limb augmentation adds a small storage unit in your arm or leg. This storage device is almost invisible and can be used to store small Arc-tech devices or pistols.

Toxin Binder
Body Augmentation

This toxin binder is a series of micro sensors and receptors in your circulatory system, isolating potential toxins in your blood stream. The toxin binder gives you advantage on Constitution saves against poisons and pharmaceuticals.

Trauma Buffer
Body Augmentation

This implant controls the release of hormones and adrenaline during times of extreme physical stress. With a trauma buffer, you automatically succeed on death saving throws.

Tympanal Cluster
Cranial Augmentation

This implant is placed behind your ear lobes and responds to vibrations in the air, processing them as sound. The tympanal cluster grants you advantage on Wisdom (Perception) checks involving sound.

Vocal Modulator
Cranial Augmentation

This implant allows you to manipulate your vocal cords to emulate sounds with near perfection. This gives you advantage on Charisma (Deception) checks when using the sound of your voice.

Voice Stress Analyzer
Ear Augmentation

This complex implant will analyze voice patterns to identify when the speaker is under duress. The patten is identified through an integrate with cybernetic eyes or through audible cues only heard by you. This doesn't reveal when a speaker is lying but does grant you advantage on Wisdom (Insight) checks involving speech.

Vehicles

Throughout the hundreds of League worlds there are countless variations of vehicles designed to crawl over difficult terrain, fly across the landscape (or through the clouds), or submerge beneath the waves. Some vehicles are used by military and security forces, but most are daily commuters or recreation vehicles for the trillions of citizens within the League.

This section of the book will describe a handful of vehicles that are most common throughout Known Space but should hardly be considered a definitive list. Each planet, and often nation states planet side, have developed their own models and interpretations of planetary vehicular technology.

In addition to the traditional land and water categories, three new vehicle proficiencies have been introduced: air and assault armor (described in this section) and space, which will be detailed in Chapter 5.

Vehicle Statistics

To assist in running adventures that include car chases, mechanized infantry missions, or a hoverbike race with everything on the line, the following section provides new rules and statistics for planetary vehicles.

Creature and Cargo Capacity

Creature capacity describes how many creatures can ride the vehicle comfortably. More creatures can fit by squeezing or by clinging to the outside of the vehicle.

Cargo capacity specifies how much cargo the vehicle can carry.

Armor Class

A vehicle has an Armor Class that reflects the materials used to construct it and any defensive plating added to increase its durability.

Ability Scores

A vehicle has the six ability scores and corresponding modifiers. Its size and weight determine its Strength. Dexterity represents its handling and maneuverability. A vehicle's Constitution reflects tis durability and quality of construction. Vehicles have a score of 0 in Intelligence, Wisdom, and Charisma.

If a vehicle has a 0 in an ability score, it automatically fails any ability check or saving throw that uses that score.

Hit Points

A vehicle becomes disabled when its hit points drop to zero. A vehicle is destroyed if it takes twice its hit point total in damage.

A vehicle's hit points can be restored by making repairs to the vehicle (see "Repairs," page 129).

Damage Threshold

If a vehicle has a damage threshold, that threshold appears after its hit points. A vehicle has immunity to all damage unless it takes an amount of damage that meets or exceeds its threshold, in which case it takes damage as normal. Damage that fails to meet or exceed this threshold is considered marginal and doesn't affect the vehicle's hit point total.

Mishap Threshold

When a vehicle takes damage from a single source equal to or greater than its mishap threshold, it must roll on the Mishaps table (page 128).

Rules

Rules for vehicles are summarized below.

Materium Core

Vehicles powered by a materium core are magical and become inoperable within an antimagic field. When the core meets such an effect, the vehicle shuts down, and can't be restarted until both the engine and the core are free of the field.

Opportunity Attacks

Vehicles provoke opportunity attacks as normal. When a vehicle provokes an opportunity attack, the attacker can target the vehicle or any creature riding or inside of it that doesn't have total cover and is within reach.

Action Stations and Crew

A vehicle does not have actions of its own. It relies on crew to occupy stations and use their actions to operate the vehicle's various functions. Any option that appears in the Action Stations section of the vehicle's state block requires an action to perform.

A creature can use an action of the station it's occupying. Once the creature uses a station's action, that action can't be used again until the start of that creature's next turn. Only one creature can occupy each station.

A creature not occupying an action station is either in a passenger seat or clinging to the outside of the vehicle. It can take actions as normal.

HELM

The helm of a vehicle is a chair with a wheel, levers, pedals, or other controls. The helm requires a driver or pilot to operate. A vehicle with no driver automatically fails Dexterity saving throws.

As a bonus action, the driver or pilot can start the vehicle's engine.

A driver or pilot proficient with the vehicle they are operating can add their proficiency bonus to ability checks and saving throws made using the vehicle's ability scores.

While the vehicle's engine is on, the driver or pilot can use an action to propel the vehicle up to its speed or bring the vehicle to a dead stop. While the vehicle is moving, the driver or pilot can steer it along any course.

If the driver or pilot is incapacitated, leaves the helm, or does nothing to alter the vehicle's course and speed, the vehicle moves in the same direction and at the same speed as it did during the driver's last turn until it hits an obstacle big enough to stop it.

WEAPON STATIONS

For most vehicles, each weapon takes up a station on the vehicle.

One weapon can be replaced with another, provided the crew requirement needed to operate the replacement weapon is the same.

ASSAULT ARMOR

While technically a vehicle, assault armor functions differently than other vehicles. Assault armor requires only a single pilot and augments that pilot's movement and physical ability scores with those listed in the assault armor stat block. The weapon stations can be manned by the pilot and can be used multiple times, if the pilot has the Extra Attack ability.

VEHICULAR EXHAUSTION

The complex engines, suspensions, and materium core of vehicles requires constant maintenance otherwise the vehicle will stop functioning properly, until it eventually stops altogether. Such wear and tear can be represented using exhaustion, as described in appendix A of the *Player's Handbook*, with these modifications:

- When the vehicle reaches exhaustion level 6, its hit points drop to 0, and the vehicle no longer functions.
- The only way to remove the effects of exhaustion on a vehicle is to repair the vehicle.

MISHAPS

Roll on the Mishaps table when one of the following occurs to a vehicle while it is in motion:

- The vehicle takes damage from a single source equal to or greater than its mishap threshold.
- The vehicle fails an ability check (or its driver fails an ability check using the vehicle's ability score) by more than 5.

If a mishap has a repair DC, the mishap can be ended by making repairs to the vehicle (see "Repairs" below).

MISHAPS

d20	Mishap	Repair DC
1	**Engine Flare.** Fire erupts from the engine and engulfs the vehicle. Any creature that starts its turn on or inside the vehicle takes 10 (3d6) fire damage until this mishap ends.	15 (Dex)
2-4	**Locked Controls.** The vehicle can only move in a straight line. It automatically fails Dexterity checks and Dexterity saving throws until this mishap ends.	15 (Str)
5-7	**Weapons Malfunction.** One of the vehicle's weapons (DM's choice) can't be used until this mishap ends. If the vehicle has no functioning weapons, no mishap occurs.	20 (Str)
8-10	**Blinding Smoke.** The helm station fills with smoke and is heavily obscured until this mishap ends. Any creature in the helm station is blinded by smoke.	15 (Dex)
11-13	**Engine Damage.** The vehicle's speed is halved until this mishap ends.	15 (Str)
14-16	**Shredded Armor.** The vehicle's damage threshold is reduced by 10 until this mishap ends.	15 (Str)
17-19	**Damaged Controls.** Until this mishap ends, the vehicle has disadvantage on all Dexterity checks and all ability checks.	20 (Dex)
20	**Flip or Capsize.** Land vehicles flips over, falls prone, and comes to a dead stop. Water vehicles capsize and air vehicles enter an uncontrolled spin. Any unsecured creature holding on to the outside of the vehicle must succeed on a DC 20 Strength saving throw or be thrown off. Creatures inside the vehicle fall prone and must succeed on a DC 15 Strength saving throw or take 10 (3d6) bludgeoning damage.	None

REPAIRS

When a vehicle is damaged, suffers a mishap, or gains one or more levels of exhaustion, a creature can attempt to make repairs to the vehicle, with the following restrictions:

• The creature can't operate the vehicle's helm or one of the action stations while making repairs.
• The creature must be within reach of the damaged area in need of repair.
• The creature must have the right tools to make the repair (mechanic's tools, for example).

Before beginning repairs, a creature must decide whether they wish to restore hit points, resolve a mishap, or remove a level of exhaustion.

RESTORE HIT POINTS

If the vehicle has taken damage but has at least 1 hit point, a creature can spend 1 hour or more trying to patch the hull and replace damaged parts. The vehicle must be stationary, and the creature must have spare parts to make the necessary repairs. After 1 or more hours of repair work, the creature makes a DC 15 Dexterity check, adding its proficiency bonus to the check if it is proficient with the tools used to make the repairs. A successful check results in the vehicle regaining 2d4+2 hit points per hour spent repairing the vehicle.

END A MISHAP

A creature can use its action to make an ability check based on the nature of the mishap (see Mishaps table), with disadvantage if the vehicle is moving. The creature adds it proficiency bonus to the check if it's proficient with the tools used to make the repairs. A successful check ends the mishap.

REMOVE EXHAUSTION

If the vehicle has one or more levels of exhaustion, a creature can spend 1 hour or more trying to reduce the vehicle's exhaustion level. The vehicle must be stationary, and the creature must have spare parts to make the necessary repairs. After 1 hour or more of repair work, the creature makes a DC 15 Intelligence check, adding its proficiency bonus to the check if it's proficient with the tools used to make the repairs. If the check succeeds, the vehicle's exhaustion level decreases by 1. If the check fails, the vehicle's exhaustion remains unchanged, though the repair can be attempted again using the same replacement parts.

CRASHING

When a vehicle crashes into something that could damage it, such as a building or another vehicle of its size or bigger, the vehicle comes to a sudden stop and takes 1d6 bludgeoning damage for every 10 feet it moved since its last turn. Whatever the vehicle struck takes the same amount of damage.

The vehicle can crash into a creature by entering its space. The creature can use its reaction to get out of the vehicle's way with a successful DC 10 Dexterity saving throw. A successful saving throw results in no damage but if the saving throw fails, the vehicle slams into the creature and deals 1d6 bludgeoning damage to the creature for every 10 feet the vehicle has moved since its last turn. Vehicles at least two size categories bigger than the creature it crashed into can continue their movement as normal, otherwise the vehicle comes to a sudden stop and takes damage as above.

If a vehicle comes to a sudden stop, each creature inside the vehicle must make a DC 15 Strength saving throw, taking bludgeoning damage equal to the vehicle, or half as much damage on a successful save.

VEHICLE COSTS

Vehicle	Cost
Air Vehicles	
Ansalon Aerospace Asperi	350,000
Ansalon Aerospace Yellowjacket	500,000
Cormyr General Slipstream	1,000
Daedalus Sunrunner	100,000
GAER Banshee	40,000
GAER Quickling Hovercycle	20,000
Gupta Pegasus	200,000
Gupta Stratus	300,000
NM200 Luxury Hyperdrift	120,000
Assault Armor	
GAER Guardian Suit	120,000
NM720 DEVA Suit	90,000
Land Vehicles	
Ares Myrmidon Combat Walker	50,000
Cormyr General Chimera	30,000
Daedalus Aethon 640	100,000
Daedalus Nemean 800	15,000
Gupta Growler Heavy Truck	80,000
Gupta Scarab Troop Transport	100,000
NM144 Gangurru	30,000
NM343 Stalker	80,000
Water Vehicles	
Cormyr General Powerboat	60,000
Daedalus Skyjammer	200,000
NM69046 Submersible	450,000

Ansalon Aerospace Asperi

This private, luxury jet manufactured by Ansalon Aerospace Amalgamated is incapable of leaving a planet's atmosphere but otherwise delivers exception speed and comfort for those wanting to traverse the skies.

The Asperi is a 60-foot-long winged plane that must travel at full flight movement to avoid stalling in midair (although it has a straight-line top speed of 9,000 feet per round), has an altitude limit of 50,000 feet, and is considered Gargantuan.

Ansalon Aerospace Asperi
Gargantuan Vehicle (15,000 lbs.)

Creature Capacity 10 Medium creatures
Cargo Capacity 3 tons
Armor Class 22 (19 while motionless)
Hit Points 150 (damage threshold 10, mishap threshold 5)
Speed 50 ft., flight 900 ft. *(maximum altitude of 30,000 ft.)*

STR	DEX	CON	INT	WIS	CHA
27	16	20	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Asperi can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 22 (4d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Asperi rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

Helm. *(Requires 1 Crew and grants Full Cover) Pilot and steer the Asperi.*

Reactions

Evasive Maneuver. If the Asperi is able to move, the pilot can use its reaction to grant the Asperi advantage on a Dexterity saving throw.

Ansalon Aerospace Yellowjacket

The Yellowjacket is a militarized LAV (low-altitude vehicle) known more commonly as a hovertank. The Yellowjacket is heavily armored and designed for quick deployment.

Ansalon Aerospace Yellowjacket
Huge Vehicle (12,000 lbs.)

Creature Capacity 5 Medium creatures
Cargo Capacity 5 tons
Armor Class 24 (19 while motionless)
Hit Points 400 (damage threshold 20, mishap threshold 10)
Speed flight 600 ft. *(maximum altitude of 30 ft.)*

STR	DEX	CON	INT	WIS	CHA
26	20	24	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The Yellowjacket can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone.

Action Stations

Helm. *(Requires 1 Crew and grants Full Cover) Pilot and steer the Yellowjacket.*

Materium Cannon. *(Requires 1 Crew and grants Full Cover) Ammunition:* 20 shots. *Ranged Weapon Attack:* +8 to hit, range 200 ft., one target. *Hit:* 90 (20d8) radiant damage.

Machine Gun. *(Requires 1 Crew and grants Three-Quarters Cover) Ammunition:* 1,000 shots. *Ranged Weapon Attack:* +8 to hit, range 120 ft., one target. *Hit:* 27 (6d8) piercing damage.

Missile Launcher. *(Requires 1 Crew and grants Full Cover) Ammunition:* 10 shots. *Ranged Weapon Attack:* + 10 to hit, range 300 ft., one target. *Hit:* 72 (16d8) fire damage.

Reactions

Evasive Maneuver. If the Yellowjacket is able to move, the pilot can use its reaction to grant the Yellowjacket advantage on a Dexterity saving throw.

Ares Myrmidon Combat Walker

Appearing like a four-legged armored crab, the Myrmidon is an armored walker employed by security forces and military organizations throughout Known Space. With two hard points for heavy weapons (including one on a 360-degree turret for a gunner) the Myrmidon is considered a light assault walker and often accompanies infantry units for both offensive and garrison duties.

Ares Myrmidon Combat Walker
Huge Vehicle (7,000 lbs.)

Creature Capacity 6 Medium creatures
Cargo Capacity 1 ton
Armor Class 18 (16 while motionless)
Hit Points 200 (damage threshold 20, mishap threshold 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20	14	19	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Stomp. The Myrmidon can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 12 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 16 (3d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Myrmidon rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

Helm. *(Requires 1 Crew and grants Full Cover)* Pilot and steer the Myrmidon.

Heavy Cannon. *(Requires 1 Crew and grants Full Cover) Ammunition:* 20 shots. *Ranged Weapon Attack:* +6 to hit, range 300 ft., one target. *Hit:* 72 (16d8) piercing damage.

Machine Guns (2). *(Requires 1 Crew each and grants Full Cover) Ammunition:* 1,000 shots. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 17 (5d6) piercing damage.

Grenade Launcher. *(Requires 1 Crew and grants Full Cover) Ammunition:* 10 shots. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage.

Missile Launcher. *(Requires 1 Crew and grants Full Cover) Ammunition:* 10 shots. *Ranged Weapon Attack:* +8 to hit, range 300 ft., one target. *Hit:* 72 (16d8) fire damage.

Gormyr General Chimera

The most popular ground car in production today, the Chimera is stylish and inexpensive. Most models run on a materium battery, but internal combustion engines are not uncommon.

The Chimera is 6 feet wide and 10 feet long and considered Large.

Gormyr General Chimera
Large Vehicle (4,000 lbs.)

Creature Capacity 5 Medium creatures
Cargo Capacity 1,000 lbs.
Armor Class 15 (12 while motionless)
Hit Points 120 (damage threshold 10, mishap threshold 5)
Speed 400 ft.

STR	DEX	CON	INT	WIS	CHA
22	16	14	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Chimera can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 16 (3d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Chimera rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover)* Pilot and steer the Chimera.

REACTIONS

Evasive Maneuver. If the Chimera is able to move, the pilot can use its reaction to grant the Chimera advantage on a Dexterity saving throw.

Gormyr General Powerboat

This motorized water vehicle resembling an oversized skiff with an attached motor is capable of impressive speeds. The open top design and limited storage make the Powerboat impractical during most inclement weather patterns but a popular choice for recreation on most water surfaces.

The Powerboat is 6 feet wide and 24 feet long and considered Huge. The traditional motor is powered by materium.

Gormyr General Powerboat
Huge Vehicle (9,000 lbs.)

Creature Capacity 8 Medium creatures
Cargo Capacity 2 tons
Armor Class 12 (11 while motionless)
Hit Points 100 (damage threshold 10, mishap threshold 5)
Speed swim 150 ft.

STR	DEX	CON	INT	WIS	CHA
16	12	12	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The Powerboat can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

Capsize. If the Powerboat rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Half Cover)* Pilot and steer the Powerboat.

Gormyr General Slipstream

This personal hand glider is a popular choice to adventurous explorers. The Slipstream is rarely utilized outside of sportsman and daredevils who record their experiences with Display gear.

Cormyr General Slipstream
Medium Vehicle (30 lbs.)

Creature Capacity 1 Medium creature
Cargo Capacity 10 lbs.
Armor Class 11 (11 while motionless)
Hit Points 20
Speed flight (glide) 80 ft.

STR	DEX	CON	INT	WIS	CHA
6	10	6	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Gliding. When gliding you lose 5 feet of altitude each turn and must move your full glide movement. You can choose to dive by converting your horizontal movement into downward movement instead.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Half Cover)* Pilot and steer the Slipstream.

Daedalus Aethon 640

This beautiful and sporty ground car made by Daedalus Inc. and is a prized addition for affluent families and celebrities throughout Known Space. The most common color is midnight blue and includes a holographic construct to cater to the needs of those within the car. With auto navigation, bullet resistant glass, an integrated commlink, and an impressive top speed the Aethon stands above all competitors.

The Aethon measures 7 feet wide and 10 feet long and is considered Large.

Daedalus Aethon 640
Large Vehicle (3,000 lbs.)

Creature Capacity 2 Medium creatures
Cargo Capacity 500 lbs.
Armor Class 19 (14 while motionless)
Hit Points 150 (damage threshold 15, mishap threshold 8)
Speed 600 ft.

STR	DEX	CON	INT	WIS	CHA
14	21	20	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Aethon can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 16 (3d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Aethon rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover)* Pilot and steer the Aethon.

REACTIONS

Evasive Maneuver. If the Aethon is able to move, the pilot can use its reaction to grant the Aethon advantage on a Dexterity saving throw.

DAEDALUS NEMEAN 800

This stylistic speedster is a designed for speed and connection with local information grids through an integrated commlink and auto nativation.

The Nemean is a motorized ground cycle and can fit two medium creatures.

DAEDALUS NEMEAN 800
Medium Vehicle (800 lbs.)

Creature Capacity 2 Medium creatures
Cargo Capacity 100 lbs.
Armor Class 17 (11 while motionless)
Hit Points 60 (damage threshold 10, mishap threshold 5)
Speed 500 ft.

STR	DEX	CON	INT	WIS	CHA
13	23	15	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Nemean can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 16 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Nemean rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Half Cover)* Pilot and steer the Nemean.

REACTIONS

Evasive Maneuver. If the Nemean is able to move, the pilot can use its reaction to grant the Chimera advantage on a Dexterity saving throw.

DAEDALUS SKYJAMMER

The Skyjammer is the ultimate expression of terrestrial wealth. This personal yacht includes every amenity and can comfortably accommodate up to 9 passengers. By combining improved LAV technology with traditional sailing, the Skyjammer allows you to sail the clouds or the oceans at your leisure. Because there is no enclosure, it is not recommended to take the yacht above 15,000 feet.

The Skyjammer measures up to 20 feet across at its greatest width and just over 80 feet long. The Skyjammer is considered Gargantuan.

DAEDALUS SKYJAMMER
Gargantuan Vehicle (17,000 lbs.)

Creature Capacity 12 Medium creatures
Cargo Capacity 6 tons
Armor Class 16 (14 while motionless)
Hit Points 150 (damage threshold 10, mishap threshold 5)
Speed swim 100 ft., flight 200 ft. *(max altitude of 15,000 ft.)*

STR	DEX	CON	INT	WIS	CHA
25	15	21	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The Skyjammer can move through the space of any Huge or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

Capsize. If the Skyjammer rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm. *(Requires 3 Crew and grants Three-Quarters Cover)* Pilot and steer the Skyjammer.

DAEDALUS SUNRUNNER

This rather eccentric design was commissioned nearly a century ago but remains a staple of Thesalysian elite. The legends of Icarus and the sketches of ancient engineers come to life with the only known, functional, ornithoptor. The ability to fly is aided by an internal materium core calibrated to offset much of the craft's weight, allowing the bird-like wings to soar through the sky.

DAEDALUS SUNRUNNER
Huge Vehicle (10,000 lbs.)

Creature Capacity 5 Medium creatures
Cargo Capacity 5 tons
Armor Class 13 (11 while motionless)
Hit Points 120 (damage threshold 10, mishap threshold 5)
Speed flight 200 ft. *(max altitude of 20,000 ft.)*

STR	DEX	CON	INT	WIS	CHA
22	15	16	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The Sunrunner can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Half Cover)* Pilot and steer the Sunrunner.

GAER BANSHEE

With aggressive stylings paired with practical storage capacity and pricing, the Banshee is a common sight on most advanced worlds as the LAV vehicle of choice.

The Banshee is 6 feet wide and 10 feet long and has an altitude limit of 100 feet.

GAER BANSHEE
Large Vehicle (5,000 lbs.)

Creature Capacity 5 Medium creatures
Cargo Capacity 1,000 lbs.
Armor Class 18 (13 while motionless)
Hit Points 100 (damage threshold 10, mishap threshold 5)
Speed flight 400 ft. *(max altitude of 100 ft.)*

STR	DEX	CON	INT	WIS	CHA
20	20	16	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The Banshee can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover)* Pilot and steer the Banshee.

REACTIONS

Evasive Maneuver. If the Banshee is able to move, the pilot can use its reaction to grant the Banshee advantage on a Dexterity saving throw.

GAER GUARDIAN SUIT

The Guardian Suit is considered the pinnacle of Vehicular Armor. The Guardian stands over 10 feet tall and weighs 5,000 pounds. Entering the Guardian is done by standing behind the vehicle and passing a biometric scan that allows the suit to open the rear torso, arms, and legs. You to enter the vehicle by stepping into it, with your limbs surrounded by the artificial limbs of the Guardian, followed by the suit. Your Guardian Suit functions as a survival suit and includes an integrated commlink (with encryption), sensor array, and databracer.

GAER GUARDIAN SUIT

Large Vehicle (5,000 lbs.)

Creature Capacity 1 Medium creatures
Cargo Capacity 100 lbs.
Armor Class 21 (19 while motionless)
Hit Points -
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25	14	26	-	-	-

Damage Resistances cold, fire, poison ; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, deafened
Senses darkvision 120 ft., thermovision 120 ft., ultravision 120 ft.

Damage Reduction. The Guardian Suit does not have vehicular hit points, instead reducing incoming damage for the pilot. While you are piloting the Guardian Suit, bludgeoning, piercing, and slashing damage you take from nonmagical weapons is reduced by 15.

Stomp. The Guardian Suit can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover) Pilot the Guardian Suit and utilize any of the available actions, including multiple attacks, if the pilot can take more than one attack as part of the Attack action.*

ACTIONS

Biogel Applicator (5/day). If the pilot of the Guardian Suit suffers any physical injury, the pilot can use their reaction to heal 4d4+4 points of damage.

Chainsword. *Melee Weapon Attack:* +7 to hit (plus pilot's proficiency bonus), reach 10 ft., one target. *Hit:* 16 (2d8+7) slashing damage

Energy Shield. The Guardian Suit can deploy and energy shield with 100 hit points. Whenever you take damage, the energy shield takes the damage instead. If this damage reduces the energy shield to 0 hit points, you take any remaining damage.
  Once the energy shield is deployed, it can't be created again until the Guardian Suit recharges over the course of a long rest.

Machine Gun. *Ammunition:* 1,000 shots. *Ranged Weapon Attack:* +4 to hit (plus pilot's proficiency bonus), range 120 ft., one target. *Hit:* 17 (5d6) piercing damage

Slam. *Melee Weapon Attack:* +7 to hit (plus pilot's proficiency bonus), reach 10 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage

GAER QUICKLING HOVERCYCLE

One of the fastest vehicles available on the market today, the Quickling is incredibly popular and incredibly dangerous. The altitude limit for the Quickly is 50 feet.

GAER QUICKLING HOVERCYCLE
Medium Vehicle (200 lbs.)

Creature Capacity 2 Medium creatures
Cargo Capacity 800 lbs.
Armor Class 18 (12 while motionless)
Hit Points 60 (damage threshold 10, mishap threshold 5)
Speed flight 600 ft. (max altitude 50 ft.)

STR	DEX	CON	INT	WIS	CHA
14	23	15	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The Quickling can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 17 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover)* Pilot and steer the Quickling.

REACTIONS

Evasive Maneuver. If the Quickling can move, the pilot can use its reaction to grant the Quickling advantage on a Dexterity saving throw.

GUPTA GROWLER HEAVY TRUCK

The Growler is a heavy payload construction and logistics vehicle. Often used to transport goods from ports to more distant cities via paved roads, the Growler is a more common sight outside the Core systems, which tend to utilize more advanced solutions, such as transport ships or hover trucks.

GUPTA GROWLER HEAVY TRUCK
Gargantuan Vehicle (30,000 lbs.)

Creature Capacity 6 Medium creatures
Cargo Capacity 50 tons
Armor Class 15 (14 while motionless)
Hit Points 300 (damage threshold 10, mishap threshold 5)
Speed 180 ft.

STR	DEX	CON	INT	WIS	CHA
30	12	21	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Growler can move through the space of any Huge or smaller creature. When it does, the creature must succeed on a DC 12 Dexterity saving throw or take 27 (5d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 27 (5d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Growler rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover)* Pilot and steer the Growler.

GUPTA PEGASUS

The Pegasus is a low-cost prop flyer. Most models are powered by a materium battery and capable of reaching an altitude of 30,000 feet. Like all fixed wing aircraft, the Gupta Pegasus must maintain its full air speed to avoid stalling.

GUPTA PEGASUS
Huge Vehicle (3,000 lbs.)

Creature Capacity 6 Medium creatures
Cargo Capacity 1 ton
Armor Class 15 (12 while motionless)
Hit Points 200 (damage threshold 10, mishap threshold 5)
Speed flight 600 ft. *(max altitude of 30,000 ft.)*

STR	DEX	CON	INT	WIS	CHA
20	17	14	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The Pegasus can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 14 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Half Cover)* Pilot and steer the Pegasus.

GUPTA SCARAB TROOP TRANSPORT

The Scarab is an armored personnel carrier often employed by military and mercenary groups. It has a single hard point that is often used to house a machine gun but can hold any large weapon.

GUPTA SCARAB TROOP TRANSPORT
Huge Vehicle (9,000 lbs.)

Creature Capacity 12 Medium creatures
Cargo Capacity 3 tons
Armor Class 17 (15 while motionless)
Hit Points 250 (damage threshold 10, mishap threshold 5)
Speed 300 ft.

STR	DEX	CON	INT	WIS	CHA
21	14	20	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Scarab can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 22 (4d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Scarab rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover)* Pilot and steer the Scarab.

Machine Guns. *(Requires 1 Crew each and grants Half Cover)* Ammunition: 1,000 shots. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit*: 27 (6d8) piercing damage.

GUPTA STRATUS

The Stratus is a commercial-grade dirigible often used as a pleasure craft but is considered a low-cost alternative for shipping goods on air worlds that don't allow for large freight ships. The Stratus is 800 feet long.

GUPTA STRATUS
Gargantuan Vehicle (36,000 lbs.)

Creature Capacity 200 Medium creatures
Cargo Capacity 200 tons
Armor Class 11
Hit Points 250 (damage threshold 5, mishap threshold 5)
Speed flight 100 ft. (max altitude 20,000 ft.)

STR	DEX	CON	INT	WIS	CHA
24	10	22	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The Stratus can move through the space of any Huge or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

ACTION STATIONS

Helm. *(Requires 3 Crew and grants Full Cover) Pilot and steer the Stratus.*

NM144 GANGURRU

This bipedal walker stands just over 8 feet tall, allowing the pilot to navigate various terrains without difficulty. Gangurru are primarily utilized for scouting missions but do include a hardpoint that can be used to mount a heavy weapon.

With impressive leaping capabilities of up to 60 feet in any direction and self-anchoring lower limbs, the Gangurru is designed for extreme terrain mitigation. The towing capacity of the Gangurru is up to 5 tons and the materium core requires minimal maintenance and no recharging.

NM144 GANGURRU
Large Vehicle (2,000 lbs.)

Creature Capacity 1 Medium creatures
Cargo Capacity 500 lbs.
Armor Class 18 (13 while motionless)
Hit Points 100 (damage threshold 10, mishap threshold 5)
Speed 150 ft.

STR	DEX	CON	INT	WIS	CHA
19	20	16	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Stomp. The Gangurru can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 16 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Gangurru rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover) Pilot and steer the Gangurru.*

Heavy Eruptor. *(Crewed as a Bonus action from the Helm)* Ammunition: 2,000 shots. *Ranged Weapon Attack:* +8 to hit, range 200 ft., one target. *Hit:* 27 (6d8) fire damage.

NM200 Luxury Hyperdrift

The Hyperdrift is a luxury LAV designed to provide comfort and privacy in the modern galaxy. Command windows that can function as a holographic display, navigation HUD, or simply be turned opaque are also bullet resistant. The body is shielded against most damage and the hover technology from Nevermind MateriaWerks guarantees a smooth ride.

NM200 Luxury Hyperdrift

Large Vehicle (5,000 lbs.)

Creature Capacity 8 Medium creatures
Cargo Capacity 1,000 lbs.
Armor Class 21 (16 while motionless)
Hit Points 120 (damage threshold 10, mishap threshold 5)
Speed flight 400 ft. (max. altitude 100 ft.)

STR	DEX	CON	INT	WIS	CHA
20	21	20	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The NM200 can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 16 Dexterity saving throw or take 17 (3d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

Action Stations

Helm. *(Requires 1 Crew and grants Half Cover) Pilot and steer the NM200.*

Reactions

Evasive Maneuver. If the NM200 can move, the pilot can use its reaction to grant the NM200 advantage on a Dexterity saving throw.

NM343 Stalker

This four-legged walker is designed primarily for military use. Armor plating and two hard points for weapon installations make the Stalker a highly regarded conflict influencer.

Standing just over 12 feet tall, the battle platform allows a 5-man squad to fire in a 360-degree pattern while maintaining cover with integrated personnel turrets.

The Stalker is heavily reinforced and strong, capable of towing up to 10 tons of weight over most terrain types

NM343 Stalker

Huge Vehicle (10,000 lbs.)

Creature Capacity 5 Medium creatures
Cargo Capacity 5 tons
Armor Class 17 (15 while motionless)
Hit Points 200 (damage threshold 10, mishap threshold 5)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25	15	20	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Stomp. The Stalker can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 16 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Stalker rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

Helm. *(Requires 1 Crew and grants Half Cover) Pilot and steer the Stalker.*

Machine Guns (4). *(Requires 1 Crew each and grants Half Cover) Ammunition: 1,000 shots. Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 17 (5d6) piercing damage.

NM69046 Submersible

NM69046 Submersible. This personal submarine is offered by Nevermind MateriaWerks to facilitate underwater explorations. Primarily utilized by the Explorer Corps and corporations in search of natural resources, the NM69046 is large enough to support extended operations but

inexpensive enough for broad application.

The life support system mirrors starship functionality and can be maintained indefinitely. Water filtration systems can provide potable drinking water on most worlds, leaving perishable food stocks the only concern for the crew. The NM69046 comes with a complex sensor array, repair bay, and medical facility and measures just over 100 feet long.

NM69046 Submersible
Gargantuan Vehicle (15,000 lbs.)

Creature Capacity 20 Medium creatures
Cargo Capacity 10 tons
Armor Class 18 (16 while motionless)
Hit Points 200 (damage threshold 15, mishap threshold 8)
Speed swim 300 ft.

STR	DEX	CON	INT	WIS	CHA
26	14	27	-	-	-

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming. The NM69046 can move through the space of any Huge or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 33 (6d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

ACTION STATIONS

Helm. *(Requires 4 Crew and grants Full Cover)* Pilot and steer the NM69046.

NM720 DEVA Combat Suit

This alternative to the Guardian Suit is utilized primarily for scouting missions but is still considered one of the most dangerous Vehicular Armors available today.

Entering the DEVA is done by standing behind the vehicle and passing a biometric scan that allows the suit to open the rear torso, arms, and legs. Your NM720 DEVA Combat Suit functions as a survival suit and includes an integrated commlink (with encryption), sensor array, and databracer.

NM720 DEVA Combat Suit
Large Vehicle (5,000 lbs.)

Creature Capacity 1 Medium creatures
Cargo Capacity 1,000 lbs.
Armor Class 23 (18 while motionless)
Hit Points -
Speed 30 ft. flight 120 ft.

STR	DEX	CON	INT	WIS	CHA
20	20	18	-	-	-

Damage Resistances cold, fire, poison ; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, deafened
Senses darkvision 120 ft., thermovision 120 ft., ultravision 120 ft.

Damage Reduction. The DEVA does not have vehicular hit points, instead reducing incoming damage for the pilot. While you are piloting the DEVA, bludgeoning, piercing, and slashing damage you take from nonmagical weapons is reduced by 10.

Stomp. The DEVA can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 16 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature is already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

ACTION STATIONS

Helm. *(Requires 1 Crew and grants Full Cover)* Pilot the DEVA and utilize any of the available actions, including multiple attacks, if the pilot can take more than one attack as part of the Attack action.

Energy Shield. The DEVA can deploy and energy shield with 50 hit points. Whenever you take damage, the energy shield takes the damage instead. If this damage reduces the energy shield to 0 hit points, you take any remaining damage.

Once the energy shield is deployed, it can't be created again until the DEVA Suit recharges over the course of a long rest.

Machine Gun. *Ammunition:* 1,000 shots. *Ranged Weapon Attack:* +7 to hit (plus pilot's proficiency bonus), range 120 ft., one target. *Hit:* 17 (5d6) piercing damage

Slam. *Melee Weapon Attack:* +6 to hit (plus pilot's proficiency bonus), reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage

EXPENSES

SUBMACHINE GUNS

Built for close quarter combat, the submachine gun is popular among military and mercenary troops who favor high-mobility tactics and stealth. All submachine guns are capable of burst fire attacks but are smaller than assault rifles and easier to conceal.

Submachine guns can add one top-mounted modification and one barrel-mounted modification, along with one additional customization or modification of your choice. Submachine guns cannot use silencers but can use sound suppressers.

Cormyr General Crusader® The Crusader® from Cormyr General is considered the submachine gun of choice for mercenary companies and private security. The Crusader® comes with an integrated stock (which doubles a magazine housing) and magnification scope.

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HEAVY WEAPONS

Primarily reserved for military engagements, heavy weapons are vehicle rated armaments modified for use by infantry. They are also intended to allow infantry to engage in conflicts against vehicles and have the cap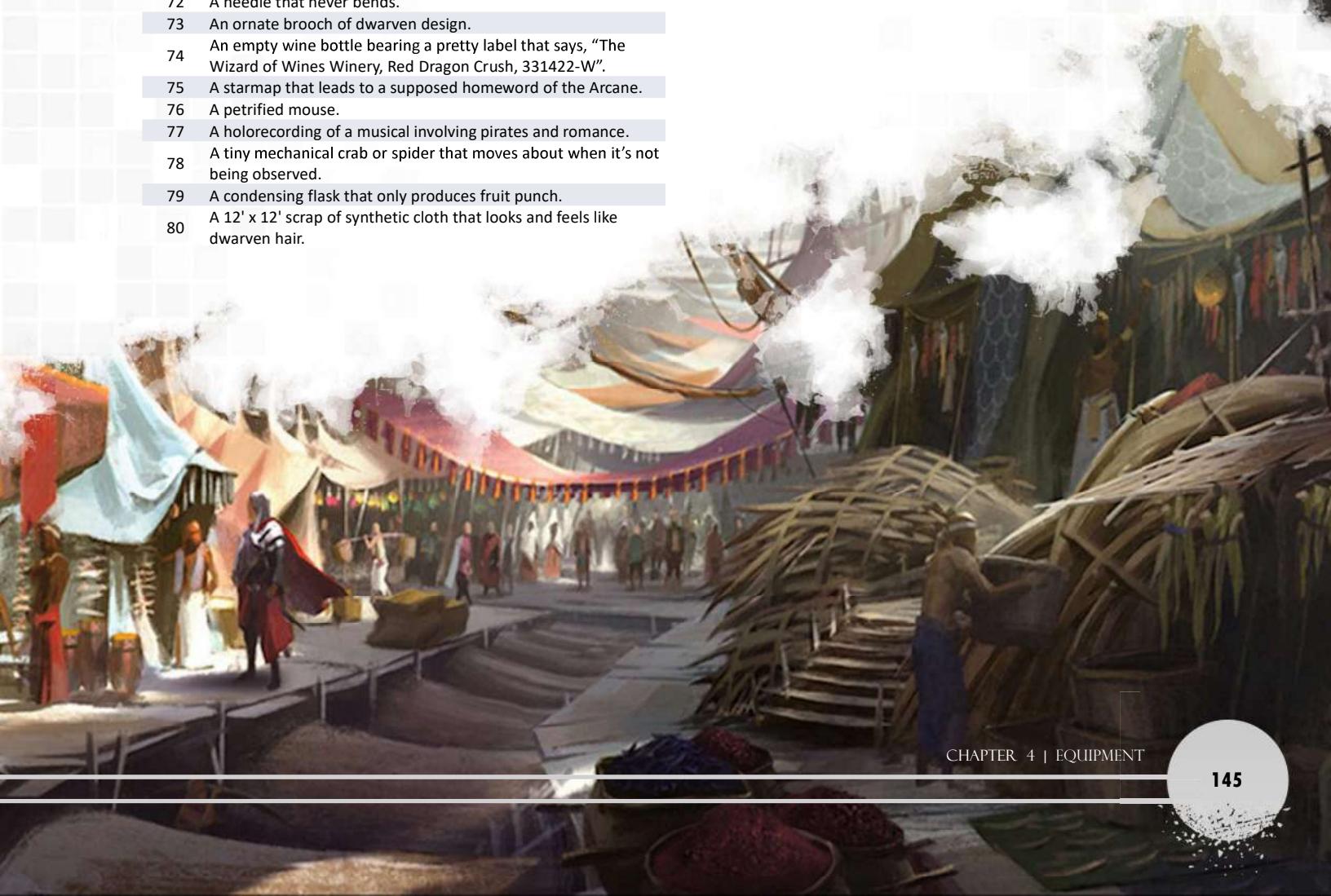ability of destroying their targets. When heavy weapons are employed against foot soldiers the effects are devastating. Heavy weapons are intended for war, not police action, and are rarely seen. This is partially due to the exaggerated costs of owning and employing them but also because of the legal complications in owning heavy weapons, as it is a highly regulated market. Simply carrying a heavy weapon is rarely permissible on civilized

Name	Cost	Damage	Weight	Properties
Classic Era Simple Ranged Weapons				
Arquebus	600	2d6 piercing	10 lbs.	Ammunition (range (40/120) loading, two-handed
Blunderbuss	500	4d4 piercing	12 lbs.	Ammunition (range (10/100) loading, two-handed
Star Wheel	800	1d8 piercing	4 lbs.	Ammunition (range 60/600), loading
Classic Era Ammunition				
Bullets (10)	5 gp	-	2 lbs.	-

vanguard units in military organizations. This flame thrower can shoot a gout of flame up to 60 feet from the tip of the weapon. A reinforced and flame resistance housing and supply tank make the Flame Tongue® a deadly and dependable battlefield addition.

Cormyr General Heavy. The Comyr General Heavy Machine Gun is the most common vehicle mounted machine gun available today. Where the Warlord might be carried by traditional infantry, the Cormyr General Heavy would be carried by Assault Infantry. Both have a similar damage output, but the Cormyr General Heavy includes an expanded magazine and an integrated gas-vent stabilizer that provides a +2 bonus to hit when using burst fire.

Cormyr General Tactical Mortar. The Cormyr General Tactical Mortar fires CEOs (Compressed Exothermic Ordnance) and is designed to be mounted under the barrel of assault rifles. The Tactical Mortar can be used as an independent weapon and is launched with an integrated trigger which discharges a CEO from the magazine.

Forge M50 Rotary Gun. The M50 Rotary Gun offered by Forge Clanholdings is known for its signature six-barrel design and high-pitched hum associated with the high-velocity burst fire. The M50 has an incredible reliability and combat stamina record. The barrels are fired in an asymmetrical firing pattern that keeps the adamantine barrels from overheating or warping. Famously, the M50 was show to fire over 100,000 rounds in sequence before experiencing any barrel warping, a feat impossible to replicate outside of a research facility.

Forge M1800. The M1800 assault cannon manufactured by Forge Clanholdings is the most popular assault cannon on the market today. Competitors have offered variants for decades but none have come close to replicating the reliability, efficiency, and offensive capability of the M1800. Although designed for vehicular use and destroying hard targets, stories from military officers and merc commandos

share the horror of seeing the steely black barrel of the M1800 aimed at infantry, and the terrible results of this assault cannon used against flesh, scale, and bone.

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GAER Materium Cannon. GAER scaled down the materium cannons available on starships and modified the technology to work on vehicles (or enterprising infantryman capable of carrying such a device). The bright white bolts of energy that come from the materium cannon are capable of destroying most targets instantly and the deployment of these weapons has changed the outcome of more than one conflict. The designers at GAER were unable to diminish the power demands for the weapon and, as a result, energy cells are drained rapidly under continued use.

GAER Rotary Lancer. GAER was inspired by the popularity of the Forge M50 and set about designing a heavy materium equivalent, the result was the Rotary

TRINKETS

Primarily reserved for military engagements, heavy weapons are vehicle rated armaments modified for use by infantry. They are also intended to allow infantry to engage in conflicts against vehicles and have the capability of destroying their targets. When heavy

TRINKETS

d100	Trinket
01	A small artificial tentacle you can clip onto objects. It wriggles constantly.
02	A piece of depleted materium on a necklace chain.
03	A small durasteel model of an ancient Battle Dolphin starship.
04	An electronic journal written in an alien language you don't understand.
05	A shinny black ring that, when squeezed, projects a hologram of a woman blowing a kiss.
06	A small token made out of material that was once precious to your people but has long since lost any value.
07	A small device the size of a matchbox that makes a "Ding" sound every 60 seconds when near an actual magic item.
08	The holo-poster of an infamous criminal of your home world
09	A music synthesizer that, when plugged into a materium cell, can capture, record and replicate the last 30 seconds of audio as musical notes.
10	Digital records of a family of colonists you don't know on an unknown world.
11	A 1-ounce block made from an unknown material.
12	A plastic looking "action figure" that is missing it accessories but has a "karate-chop" arm action button.
13	The petrified molt of a rastipede.
14	An enormous scale, perhaps from a dragon.
15	A box of real paper letters written between two lovers during an ancient war.
16	A static photograph of what appear to be heroes in plate armor with someone who looks remarkably like you amongst them.
17	A Giff hair bracelet.
18	A 3 lbs. pound piece of metal that changes shape when tapped, cycling through all polyhedral shapes.
19	A pair of sunglasses that create holographic eyes that display over your own eyes.
20	A disk that expands into a drinking glass and then can revert back to a disk.
21	A tiny gnome-crafted music box that plays a song you dimly remember from your childhood.
22	The keys to a land vehicle that was destroyed years ago, once owned by your family.
23	A child's toy that encourages you to press lighted buttons that make tones in a sequenced order that you then must repeat to advance in level of difficulty.
24	A wooden handle that is smooth and varished, and appears to be piece of an ancient, ocean-going ship's helm.
25	A recorded distress call from a ship, lost more than 200 years ago.
26	A bag containing the pincers of a Xixchil.
27	A work suit from a prison colony near your home world.
28	A bill of sale for items, including weapons and armor, from last year.
29	A pair of materium powered warming socks.
30	A handheld device that, once you press a button, produces (over the course of six seconds) an edible marshmallow.
31	A silver badge in the shape of a five-pointed star.
32	A survival knife that belonged to a relative.
33	A cylinder filled with a solution and a severed finger wearing a graduation ring from the Circle, dated 2553.
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet.
35	A mask that makes the wearer look like a Rakastan.
36	A zippered vest with one hundred tiny pockets.
37	A small, weightless stone block.
38	A 127-year-old bottle of fey wine from a vineyard in the Feywild.
39	A taxidermized, miniaturized Giant Space Hamster.
40	A gemstone that looks like a lump of coal when examined by anyone but you.
41	A scrap of cloth from an old banner.
42	A rank insignia from paladin sworn to the Oath of the Covenant.
43	An award for heroism given to a relative.
44	A mechanical canary inside a gnome-crafted lamp.
45	A towel.
46	A 12"x12" box that contains living herb garden with integrated ultra-violet lights.
47	A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice).
48	A glass orb filled with water, in which swims a construct goldfish.
49	A school textbook, which seems to be focus on xenobiology.
50	An inappropriate outfit that is too revealing for most company.

51	A drone that hovers 4 and a half feet off the ground and within three feet of a homing brooch that you wear on your jacket.
52	A toy that contains a floating polyhedral that when turned upside down reveals a vauge and generic answer to a question asked by the holder.
53	An eye from what looks to be a beholder.
54	A genstone that floats three feet above the ground.
55	A one-inch box that projects a force field 6 inches away from itself.
56	A silver skull the size of a coin.
57	An alabaster mask.
58	A device the size of a fist that, when afixed to the static wall or floor, will display a holographic real-time display of mKnown Space, that fills a 10' by 10' space.
59	A 3-inch cube, each side painted a different color.
60	A bag of obsolete materium powered machine components.
61	A small packet filled with pink dust.
62	A recording of a beautiful piece of music played and sung by a current recording artist.
63	A silver teardrop earring made from a real teardrop.
64	A device that is and forever will be calculating and displaying the digits of Pi.
65	A bronze pentagram with the etching of an Illithid's head in its center.
66	A bit of folded survival blanket, when unfolded, turns into a stylish cap.
67	A receipt of deposit at Greyhawk Holdings from Oerth.
68	A gemstone holy symbol devoted to an unknown god.
69	A book that tells the story of a legendary hero's rise and fall, with the last chapter missing.
70	A vial of dragon blood.
71	An ancient arrow of elven design.
72	A needle that never bends.
73	An ornate brooch of dwarven design.
74	An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W".
75	A starmap that leads to a supposed homeword of the Arcane.
76	A petrified mouse.
77	A holorecording of a musical involving pirates and romance.
78	A tiny mechanical crab or spider that moves about when it's not being observed.
79	A condensing flask that only produces fruit punch.
80	A 12' x 12' scrap of synthetic cloth that looks and feels like dwarven hair.
81	A metal urn containing the ashes of a hero.
82	A four-dimensional puzzle box.
83	A holorecording of martial katas, taught by a master living on a monastery from the planet of Kara-Tur.
84	A digital organizer with the "Property of" and the name of an Archmage.
85	Plans for a new starfighter that has the potential to be the fastest starfighter ever built.
86	A coral dagger of triton design.
87	A plush Chattur doll.
88	A severed Deck-Ape hand that lowers a finger when the holder says, " I wish…".
89	A cookbook for how to prepare full meal without the use of a kitchen on a starship.
90	An analoge collection of popular music choices titled "Spell Jams Vol 22".
91	A tiny planet with full living eco-systems with a diameter of 1" suspended in a jar.
92	A container of a food spice that is labeled "The Fifth Element".
93	A fake Identification Profile, used when you were younger, that only has surname.
94	An electrinic travel guide for the planet of Oerth from 34 years ago, including sites to see and places to eat in all the major cities.
95	A portable game system with over 300 games.
96	A duty uniform from the Torilean Defense Forces during the Rakastan war, left to you from a relative.
97	An early model (nonfunctional) materium pistol.
98	A "lucky" Chattur paw.
99	A hat that can change shape and color with 9 preset looks and styles.
100	A pyramid-shaped holodisplay that projects images of friends and family from all 4 of its surfaces.

Classic Era Equipment

Submachine Guns

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GDI Spitfire® GDI basically just enlarged their Elite® heavy pistol with the construction of the Spitfire®. An expanded clip and a built-in foregrip gives the Spitfire® a combat stamina that rivals assault rifles.

Pallas Athena Ophidian® SMG. The Ophidian® submachine gun manufactured by Pallas Athena is considered the best stealth and infiltration SMG available on the market. Sleek and tightly constructed, the Ophidian® rarely gets snagged on clothing or terrain hazards. The Ophidian® includes with a sound suppresser and, like all Pallas Athena firearms, offers a customized grip for the discounted cost of 100 credits.

Trekboer Eliminator®. Never satisfied with the smaller caliber offered by other defense contractors, Trekboer offers the Eliminator as the most powerful submachine gun on the market today. An integrated laser sight and folding stock are designed to offset the increase recoil.

Heavy Weapons

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GAER Rotary Lancer. GAER was inspired by the popularity of the Forge M50 and set about designing a heavy materium equivalent, the result was the Rotary Lancer. The rotary function may well only serve as an aesthetic, although the engineers at GAER contend it adds longevity to the Rotary Lancer, however the damage output and reliability of the weapon are not in dispute. While expensive, the Rotary Lancer is considered the pinnacle of sustained automatic-fire weaponry today.

NM-949 Lightning Gun® Always innovating, the engineers at Nevermind MateriaWerks expanded their ability to draw elemental effects from materium with their latest entry, the NM-949 Lightning Gun®. This heavy

SPELLJAMMER
RETURN TO THE VOID
STARSHIPS

STARSHIPS

The Void is a limitless expanse of space, filled with wonders and perils - nebulas, asteroid fields and planetary bodies that can only be reached with a starship. This chapter expands on the *Player's Handbook* and the *Dungeon Master's Guide*, providing resources for adventures in space.

STARSHIP STATISTICS
To facilitate adventures in the Spelljammer setting, the following section presents the new rules and stat blocks for starships of various sizes.

STARSHIP SIZE AND CLASS
Starships are categorized by their size and class of ship. These characteristics determine the crew size requirements, speed, durability, and maneuverability.

Ship classes have little to do with the dimensions but reflect the intended purpose of the craft. Transport ships are generally utilized for clandestine enterprise while destroyers, cruisers, and dreadnoughts are equipped for combat and exploration.

Starship Sizes

Ship Size	Dimensions in Feet	Starship Maneuverability
Tiny	100 ft. x 100 ft.	+2
Small	300 ft. x 300 ft.	+1
Medium	500 ft. x 500 ft.	-
Large	1000 ft. x 1000 ft.	-1
Huge	1500 ft. x 1500 ft.	-2
Gargantuan	2000 ft. x 2000 ft.	-4
Colossal	4000 ft. x 4000 ft.	-6

CREW AND CREW QUALITY
The Crew statistic describes the number of crew members required to run each action station aboard the starship.

Crew Quality describes the general skill level of the starship's crew. Rather than provide detailed statistics for each member of the ship, Crew Quality indicates general aptitude and proficiency. This modifier would be used for any relevant skill checks of crew members, including pilots, repair and medical techs, and gunnery stations.

Crew Quality

Crew Quality	Proficiency Modifier
Green	+0
Average	+2
Trained	+3
Crack	+4
Elite	+5
Legendary	+6

MANEUVERABILITY
A starship has a maneuverability modifier that reflects the size and design of the vessel. This modifier applies as a bonus or penalty to Vehicle proficiency checks made by the crew, the starship's initiative roll, and the starship's Armor Class.

ARMOR CLASS
A starship has an Armor Class that reflects the materials used to construct it and any defensive plating added to increase its durability.

SHIELDS
Most starships generate an energy shield that prevents damage from impacting the hull. Damage applied to a starship generally must first be applied to the shields first.
   A starship's shield points can be restored by making repairs to the starship (see "Starship Repair," page XXX).

HULL
A starship becomes disabled when its hull points drop to zero. A starship is destroyed if it takes twice its hull point total in damage.
   A starship's hull points can be restored by making repairs to the starship (see "Starship Repair," page XXX).

DAMAGE THRESHOLD
A starship's damage threshold appears after its shield or hull points. A starship has immunity to all damage unless it takes an amount of damage that meets or exceeds its threshold, in which case it takes damage as normal. Damage that fails to meet or exceed this threshold is considered marginal and doesn't affect the starship's shield or hull point totals.

MISHAP THRESHOLD
When a starship takes damage from a single source equal to or greater than its mishap threshold, it must roll on the Starship Mishaps table (page XXX).

TACTICAL SPEED
During combat situations a starship's speed is measured in squares travelled in a round. To move this amount the helm and engineering action stations must be fully staffed.

CRUISING SPEED
A starships cruising speed reflects the non-combat travel speed of ships both in the Void and within planetary atmospheres.

TURNING RATIO
A starship's Turning Ratio determines how quickly a starship can change their direction of movement. For larger vessels they may need to travel more than one square before changing their facing.

ACCELERATION
A starship's Acceleration indicates how quickly a starship can increase speed each round. There are no limitations on how quickly a starship can decrease speed.

CREATURE AND CARGO CAPACITY
Creature capacity describes how many creatures can travel the starship comfortably. In extreme circumstances twice the number of creatures can fit into a starship by squeezing into pathways or cargo bays within the starship.

bays within the starship.

Cargo capacity specifies how much cargo the vehicle can carry.

CONSUMABLES
This statistic indicates how long a starship's reserves will last for a complete compliment of crew. Consumables reflects not only food and water but also fuel requires to operate the starship.

GRAVITY WELL
A starship's Gravity Well determines the area, measured in diameter, produced by the materium engines. Within this gravity well other starships are not capable of reaching cruising speed.

RULES
Rules for starships are summarized below.

MATERIUM CORE
Starships are powered by a materium core and become inoperable within an antimagic field. When the core meets such an effect, the starship shuts down, and can't be restarted until both the engine and the core are free of the field.

ACTION STATIONS AND CREW
A starship does not have actions of its own. It relies on crew to occupy stations and use their actions to operate

Starship Actions

Mishap	Mishap Result
Crew Recovery	Medical teams resuscitate a number of crew members
Fire	Weapon crew makes an attack roll from a Weapon Station
Hailing	Open a communication channel
Jamming	Disrupts Sensor action station of target starship or removes Jamming from Sensor action station
Launch Shuttle	Launches a starfighter class starship from a Shuttle Bay
Maneuver	
- Additional Turn	Helm crew attempts to add an additional turn to the helm this round
- Dogfight	Helm crew enters a contested Vehicle (starship) check with the winner gaining advantage on attack rolls
- Ram	Helm crew pilots their starship into another starship or obstacle
- Spin	Helm crew attempts to make a 180 degree turn
Navigation	Sensor crew plots a course for starship entering cruising speed
Pilot	Move the starship up to its maximum tactical speed
Power Systems	Engineering crew powers up various ship systems
Reroute Power	Engineering crew prioritizes various ship systems to decreased or increased effect
Scan	Sensor crew makes a Search check
Starship Repair	Engineering or Damage Control teams restore hit points to shields or hull, or repairs a Mishap

the starship's various functions. Any option that appears in the Action Stations section of the starship's stat block requires an action to perform.

Crew can use an action of the station it's occupying. Once the crew uses a station's action, that action can't be used again until the start of the next turn. Crew can only occupy one Action Station each round. For larger starships the crew requirement for Action Stations may be more than one creature.

A creature not occupying an action station is either in a passenger seat, crew quarters, or travelling within the starship. It can take actions as normal.

DAMAGE CONTROL

While all crew members are trained in starship repair, damage control teams are dedicated to emergency maintenance and repair.

Crew members at Damage Control stations can perform the Repair action or attempt to resolve a Starship Mishap.

Starship Repair

Ship Size	Shield Points Recovered per round	Hull Points Recovered per round
Tiny	1d3	1
Small	1d6	1d4
Medium	2d6	1d6
Large	3d6	1d8
Huge	4d6	1d10
Gargantuan	6d6	2d6
Colossal	8d6	2d10

ENGINEERING

Engineering, often stationed near ship engines, requires one or more crew members to operate and is integral to converting the power generated from the materium core to the various systems found through the starship.

From the Engineering crew members can power ship systems or perform the Repair action (see above), Reroute Power, or resolve a Starship Mishap.

Powering Ship Systems

Ship Size	Time to Power Ship Systems
Tiny	Action
Small	1 round
Medium	5 rounds
Large	1 minute
Huge	3 minutes
Gargantuan	5 minutes
Colossal	10 minutes

Reroute Power

System Rerouted	Result
Overload Materium Weapon	+1 die
Increase Speed	+1 square
Increase Shields	+20%
Decrease Weapon Damage, Shields, or Speed	-50%

HELM

The helm requires one or more pilots to operate. A starship with no pilot automatically fails Dexterity saving throws.

A crew proficient with the starship they are operating can add their proficiency bonus to ability checks and saving throws made using the starship.

While the starship's engine is on, the crew can propel the starship up to its speed, within the limits of the starship's Acceleration, or bring the starship to a dead stop. While the starship is moving, the crew can steer it along any course.

If the crew is incapacitated, leaves the helm, or does nothing to alter the starship's course and speed, the starship moves in the same direction and at the same speed as it did during the crew's last turn until it hits an obstacle big enough to stop it.

As a Bonus action, crew members can attempt a starship maneuver.

Additional Turn

Crew from a Helm action station attempt a Vehicle (starship) check with a base DC of 12 (modified by the starship's maneuverability). A successful check adds an additional turn to the starship's movement this round, while a failed check halves the starship's movement for round.

Dogfight

Crew can initiate a Dogfight, where two starships make a contested Vehicle (starship) check, with the winner of this check gaining advantage on attack rolls made against the other starship for the round.

Ramming

A successful contested Vehicle (starship) check results in Ramming, while a failed check means the attempt has failed.

Spin

Crew from a Helm action station attempt a Vehicle (starship) check with a base DC of 20 (modified by the starship's maneuverability). A successful check allows the starship to turn 180 degrees, while a failed check halves the starship's movement for round and attack rolls made against the starship have advantage.

MEDICAL

The Medical station, or sickbay, is crewed with trained medical staff. The function of this station is to maintain the health and safety of the overall crew but, in combat situations, crew stationed at Medical can perform the Crew Recovery action.

This action restores crew injured from a Starship Mishap. Curative efforts that apply to characters would follow the normal procedures detailed in the Heal skill.

Crew Recovery

Ship Size	Crew Recovered per round
Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d8

SENSORS

Sensors requires one or more crew members to operate. A starship without active sensors automatically fails Perception checks and is at Disadvantage to any attack rolls made from Weapon Stations..

From the Sensors station, crew maintain the starship's Passive Perception and can perform the Hailing, Jamming, Navigation, or Scan actions.

The Hailing and Navigation actions are generally performed outside of combat and don't require a skill check.

The Jamming action allows crew from the Sensors station to attempt disable the sensors of another starship within sensor range. This is done by making a Computer (Intelligence) check against the DC established by the size of the target ship (representing the complexity of the sensor suite).

Restoring ship sensors that have been Jammed is accomplished with the DC established in the same manner.

Jamming

Ship Size	Jamming Difficult Class
Tiny	10
Small	12
Medium	15
Large	20
Huge	25
Gargantuan	27
Colossal	30

SHUTTLE BAY

Shuttle Bays are a unique cargo bay that specializes in storing and servicing starfighter-size starships. Because of the size and complexity of these stations they are almost exclusively in Large or larger starships.

Crew members from this action station can launch, resupply, or repair starfighters.

WEAPON STATIONS

For most starships, each weapon takes up a station on the vehicle.

One weapon can be replaced with another, provided the crew requirement needed to operate the replacement weapon is the same.

STARSHIP EXHAUSTION

The complex engines, suspensions, and materium core of starships requires constant maintenance otherwise the vehicle will stop functioning properly, until it eventually stops altogether. Such wear and tear can be represented using exhaustion, as described in appendix A of the *Player's Handbook*, with these modifications:

- When the starship reaches exhaustion level 6, its hit points drop to 0, and the vehicle no longer functions.
- The only way to remove the effects of exhaustion on a starship is to repair the vehicle.

Starship exhaustion can occur because there is insufficient crew members to main the vessel, because the necessary expenses of refit and repair aren't paid at a starport, or because the ship has run out of the necessary consumables.

REPAIRS

When a starship is damaged, suffers a mishap, or gains one or more levels of exhaustion, crew can attempt to make repairs to the vehicle, with the following restrictions:

- The crew can't operate the starship's helm or one of the action stations while making repairs.
- The crew must be within reach of the damaged area in need of repair.

- The crew must have the right tools to make the repair (mechanic's tools, for example).

Before beginning repairs, the crew must decide whether they wish to restore hit points (as the Repair action), resolve a mishap, or remove a level of exhaustion.

REMOVE EXHAUSTION

If the starship has one or more levels of exhaustion an Engineering crew can spend 1 hour or more trying to reduce the vehicle's exhaustion level. The vehicle must be stationary, and the crew must have spare parts to make the necessary repairs. After 1 hour or more of repair work, the crew makes a DC 15 Intelligence check, adding their proficiency bonus to the check if they are proficient with the tools used to make the repairs. If the check succeeds, the starship's exhaustion level decreases by 1. If the check fails, the starship's exhaustion remains unchanged, though the repair can be attempted again using the same replacement parts.

END A MISHAP

Crew can use their action to make an ability check based on the nature of the mishap (see Mishaps table), with disadvantage if the starship is moving. The crew adds their proficiency bonus to the check if they are proficient with the tools used to make the repairs. A successful check ends the mishap.

Starship Mishap Chart

Die Roll	Mishap	Mishap Result	Repair Check
1	Core Circuity Damaged	Power to Engines, Shields, and Materium Weapons is lowered by 50%	20 (Int)
2	Helm Servo Damaged	Disadvantage on Vehicle (starship) checks	15 (Int)
3	Life Support Offline	Lighting and gravity fails resulting in back up lighting (dim) and Zero-G conditions	15 (Int)
4	Engine Flare	Engine insulation is cracked resulting in a fire in Engineering	10 (Dex)
5	Sensors Offline	No actions are possible from the Sensor action station and starship weapons attack with disadvantage	12 (Int)
6-7	Weapon Disabled	A random weapon is disabled and cannot fire	12 (Int)
8-9	Cargo on Fire!	Ship cargo and/or consumables are on fire	15 (Dex)
10-11	Ship Shaken	Crew must succeed on a Dex save (DC 10) or take 2d6 points of bludgeoning damage	-
12-13	Hull Holed	Damage Threshold for Hull is lowered by 10	15 (Str)
14-15	Point Defense Damaged	A point defense turret is disabled	12 (Int)
16	Shields Offline	Shields are deactivated	15 (Int)
17	Secondary System Damaged	Damage Control, Shuttle Bay, or Medical stations are on fire (or reroll is inapplicable)	15 (Int)
18	Engines Damaged	Tactical speed is lowered by 50% and cruising speed is not possible	15 (Int)
19	Helm Controls Locked	The ship is adrift and cannot perform any turns	15 (Int)
20	Fire on the Bridge!	The bridge (or cockpit in smaller vessels) is on fire!	20 (Dex)

CRASHING

When a starship crashes into something that could damage it, such as a space station or another starship of its size or bigger, the ship comes to a sudden stop and takes bludgeoning damage. Whatever the starship struck takes the same amount of damage.

The starship can crash into a creature by entering its space. The creature can use its reaction to get out of the vehicle's way with a successful DC 10 Dexterity saving throw. A successful saving throw results in no damage but if the saving throw fails, the starship slams into the creature and deals ramming damage. Objects or creatures at least two size categories bigger than the starship it crashed into can continue their movement as normal, otherwise the target comes to a sudden stop and takes damage as above.

If a starship comes to a sudden stop, each creature inside must make a DC 15 Dexterity saving throw, taking 3d6 points of bludgeoning damage, or half as much damage on a successful save.

Crash Damage

Ship Size	Bludgeoning Damage
Tiny	1d4 x Current Speed
Small	1d6 x Current Speed
Medium	1d8 x Current Speed
Large	1d10 x Current Speed
Huge	2d6 x Current Speed
Gargantuan	2d8 x Current Speed
Colossal	2d10 x Current Speed

RAMMING

Starships can attempt to intentionally crash into a target and initiate crash damage. This is often done by ships that have a ram that mitigates much of the damage done during initiated collisions, but in dire circumstances even ships without these devices can use the starship itself as a weapon.

For targets avoiding the collision each starship crew initiates a contested Vehicle (starship) check. If the starship attempting the ram wins the contest, then a crash is initiated. If the starship avoiding the collision wins the contest, then the ram is unsuccessful and the ships pass by each other.

NAVIGATION

Starships attempting long voyages, either through the Border Ethereal or the Void, require extensive and accurate course plotting to avoid becoming lost in the vastness of space.

A successful Computer (Intelligence) check will avoid any hazards (see Starship Travel) or avoid becoming off-course and lost.

LIFE SUPPORT

A starship's life support system is what allows crew members to endure the extreme conditions of the Void. If a life support system is disabled a starship will only maintain a sustainable environment for a limited amount of time, this unpowered is considered emergency life support.

Emergency Life Support

Ship Size	Emergency Life Support Duration
Tiny	10 rounds
Small	5d6 minutes
Medium	1d4 hours
Large	1d8 hours
Huge	1d10 hours
Gargantuan	2d10 hours
Colossal	4d12 hours

CARGO AND CONSUMABLES

All starships require fuel, munitions, repair materials, water, and food for their respective crews. Cargo holds, bays, and storage allow starships to travel for fixed intervals before they require replenishment of these reserves. Larger vessels can spend years away from port before requiring this servicing, while smaller vessels must return on a monthly basis.

The cargo capacity listed on starships represents unused cargo space. Many ships will utilize this space to haul cargo from one system to another, in some part, to help offset the costs of maintaining the vessel.

The cost for restocking consumables depends on the size of the starship and, for sake of convenience, includes the total cost of all consumables.

Resupply Costs

Ship Size	Cost to Restock and Resupply
Tiny	1,000
Small	5,000
Medium	10,000
Large	50,000
Huge	100,000
Gargantuan	1,000,000
Colossal	5,000,000

WEAPON SYSTEMS

Starships utilize various weapon systems to combat the dangers of the Void. Starship weapons are powerful and devastating, with most creatures unable to withstand a single hit from a point defense turret, let alone a heavy materium cannon.

FIRE-LINKING

Materium cannon and ripper systems can be fire-linked, connecting multiple cannons together to increase the damage output of the attack. When a system is fire-linked it receives a +1 bonus to hit for each additional weapon linked together and does an additional die of damage.

Only duplicate weapon systems can be fire-linked, so two light materium cannons could be fire-linked but not a light materium cannon and a point defense cannon.

MATERIUM WEAPONS

The most common offensive weapons system is the materium cannon. Utilizing energy from the starships materium core, materium cannons fire beams or motes of blue energy.

Because materium weapons are powered by the starship's core, they are susceptible to antimagic effects and their damage is mitigated by starship shields. There are four categories of materium weapons: light, medium, heavy materium and point defense cannons.

POINT DEFENSE CANNONS

Nearly every starship is equipped with a point-defense system. These small, turreted, materium cannons are designed to detect and eliminate debris surrounding the ship. Despite their poor range and potency, point-defense systems are often utilized in combat situations, most notably, when used against enemy starfighters or seeking weapons.

Unlike other weapon systems, point defense weapons can be fired by their crew with an action or a reaction in a round.

RIPPERS

Rapid Invasive Projectiles, or Rippers, are the invention of various Giff defense contractors. Notoriously untrusting of materium technology, the Giff have modified magnetic railgun systems to function in the Void.

Rippers have a very limited effective range but deliver comparable damage to materium cannons with the added benefit of bypassing energy shields.

ANTI-MATTER WEAPONS

Anti-matter torpedoes are seeking weapons and function differently that traditional direct-fire attacks as, once deployed, they move toward their target and a set speed for a set number of rounds. When a torpedo enters the same square as the target it will make an attack roll and, if successful, apply damage and be consumed in the attack. If the attack roll misses, and the torpedo has sufficient fuel, the torpedo will continue it's movement toward the target on subsequent rounds of combat.

Unlike torpedoes, mines do not have a fuel reserve or movement speed but instead automatically seek out any starship that enters the square the mine occupies.

Mines are also difficult to detect, requiring a successful Perception (Wisdom) check DC 15 to notice them before entering their square.

Starship Weapon Systems

Weapon	Damage	Range	Repair Check
Anti-Matter Weapons			
Anti-Matter Mine	15d10 fire	500 ft	15 (Int)
Anti-Matter Torpedo	15d10 fire	10,000 ft	15 (Int)
Heavy Anti-Matter Torpedo	15d20 fire	20,000 ft	20 (Int)
Materium Weapons			
Light Materium Cannon	10d6 force	5,000 ft	12 (Int)
Medium Materium Cannon	10d10 force	10,000 ft	15 (Int)
Heavy Materium Cannon	10d20 force	20,000 ft	20 (Int)
Point Defense Cannon	5d6 force	2500 ft	12 (Int)
Rippers			
Ripper Guns	10d10 piercing	1500 ft	15 (Int)
Heavy Ripper Guns	10d20 piercing	2500 ft	20 (Int)

Starship Travel

Travelling between star systems is dangerous work. Not only are their the perils of the Void but crews must contend with pirates, monsters, and, once beyond the Arcanium Gates, the Astral Sea. The following rules help adjudicate starship travel. This material builds upon travel rules in the *Player's Handbook* and the *Dungeon Master's Guide*.

Intrastellar Travel

Intrastellar travel, that is travelling within a single star system, usually involves travel between planets, moons, and a star system's Arcanium Gate. This expanse of Void is often called "Wild Space" as most parts of the expanse are not heavily patrolled but still draw the attention of pirates and smugglers. The most advanced and wealthy systems include a series of communication buoys that allow even starfighter class ships to communicate anywhere in the system but for most systems the long expanse of Void between a planet and the Arcanium Gate represents a starry frontier.

Travel in Wild Space

Starships travel at the speed given in their stat blocks. Unlike with land travel, ships cannot choose to move at a faster pace, though they can choose to move slower.

When calculating distances within a star system assume a distance of 100 million miles between planets. This means, on average, a starship can travel from one planet to another in a few hours. Arcanium Gates are always located on the outer edge of a star system, meaning it normally takes more than a week of intrastellar travel to reach an Arcanium Gate.

Hazards of Wild Space

Between the planets and colonized moons that represent oases of light and civilization the Void is a near-infinite expanse of danger cloaked in darkness and silence. Monsters, pirates, and wild magic sargassos are only a few of the dangers that can be experienced when braving the Void. For these reasons most ships stay near the spacing lanes between planetary outposts. This allows them to follow known star charts and navigation buoys but also provides the possibility for rescue if a ship system fails or other malady befalls the ship or crew.

Determining Wild Space Hazards

To determine hazards at random, roll a d20 at the start of each day of travel. On a 20, the ship faces a hazard that day. Use the following table to determine the nature of the hazard.

Wild Space Hazard

d20	Hazard Type
1	An unsolved murder of a crew member
2	A large fire found in the cargo hold
3	The ship flies into a Cosmic Nebula
4	Pirates attack the starship
5	An unsolved theft from a crew member
6	A *medium* encounter with a void creature(s)
7	A minor infestation is found in the cargo bay
8	The ships encounters an asteroid field, reducing travel pace
9	A minor infestation is found in the cargo bay
10	An asteroid shower causes 1d10 points of damage to the hull.
11	A brawl breaks out among the crew
12	An *easy* encounter with a void creature(s)
13	Spoilage impacts food reserves
14	A small fire in Engineering
15	A crew member starts hallucinating from Void exposure
16	A derelict ship is found floating in the Void
17	A *hard* encounter with a void creature(s)
18	A major infestation affects the entire ship
19	An unknown and deadly disease affects the crew
20	The ship flies into a Dead Magic Nebula or Temporal Nebula

Environs of Wild Space

Ships that brave the infinite blackness of the Void find the darkness of space to be anything but empty. Mixed amongst the stars are strange nebulas, asteroid fields, terrible monsters, and unique treasures. This section details a variety of environmental features one might encounter.

Arcanium Gates

These gigantic eldritch creations of the Arcane can be found in every chartered star system. They allow starships to traverse enormous distances by briefly sailing across the Sea Above. Stretching miles across, Arcanium Gates seem to be inert metallic rings floating in space. Once a starship approaches the interior of these rings become connected with a strange glowing energy that quickly expands into a vortex connecting the Unified Prime to the Astral Sea.

Asteroid Fields

Asteroid fields are often found in Wild Space, though most often found circling planets. These fields range from a few miles across to some asteroid fields that span millions of miles. The gravity wells of these fields make cruising speed impossible and require starships to navigate them before faster speeds can be achieved. Much like Arcanium Gates, asteroid fields are commonly surrounded by pirates and Void creatures looking for their next victims

Black Holes

Rare but dangerous, black holes can be found in the Void. These violent centers of gravity consume everything nearby and disrupt cruising speeds for starships. Each black hole has a rank, which determines its size and strength as shown in the following table. There are rumors of enormous black holes in the center of the galaxy that are inescapable and many believe they will eventually consume everything.

Black Hole Rank

Rank	Average Diameter	Escape DC
1 (primordial)	10,000 ft.	10
2 (Miniature)	100,000 ft.	15
3 (Intermediate)	1,000 miles	20
4 (Stellar)	100,000 miles	25
5 (Supermassive)	1,000,000 miles	30

Cosmic Nebula

Nebulas can be found throughout the Void and generally serve as a point of beauty and light in the darkness of space but cosmic nebulas represent something more. Within the swirling colors of the cosmic nebula the rules that confine magic are different and when ships fly through them dramatic and dangerous results can ensue.

If a starship encounters a cosmic nebula roll on the following table to determine the effect.

Cosmic Nebula Effects

d20	Cosmic Nebula Effect
1	Temporal Nebula
2	Transmutive Nebula
3	Enchanting Nebula
4	Wild Magic Nebula
5	Illusory Nebula
6	Necromatic Nebula
7	Dead Magic Nebula

TEMPORAL NEBULA

Starships that travel into temporal nebulas begin to travel slower or faster through time. Traversing the nebula doesn't age the crew but disrupts the ship's timeline with the rest of the galaxy. Generally it takes 1d20 days to travel across the nebula but spacers speak of temporal nebulas that take years to traverse.

TRANSMUTIVE NEBULA

Transmutive nebulas transform parts of a starship and, potentially, members of the crew. While in the nebula starship superstructures can be transformed from more durable materials into wood, ice, stone, or air. The result is 2d10 points of hull damage to the starship. For crew members, they must succeed on a Wisdom save (DC 13) or be affected by a *polymorph* spell for up to 1 hour.

ENCHANTING NEBULA

Entering an enchanting nebula can be very disruptive as each crew member must succeed on a Charisma save (DC 13) or be affected by a *confusion* spell for up to 1 minute.

WILD MAGIC NEBULA

Starships that travel into a wild magic nebula begin to suffer strange effects from ship systems. During the time needed to cross the nebula each ship system suffers one surge from the Wild Magic Surge table in chapter 3, "Classes" of the *Player's Handbook*.

When a creature in a wild magic nebula casts a spell of 1st level or higher, they must roll on the Wild Magic Surge table to determine the magical effect.

ILLUSORY NEBULA
Illusory nebulas cause the crew to imagine their worst nightmares. Each crew member must succeed on a Wisdom saving throw (DC 13) or be affected by a *phantasmal killer* spell for up to 1 minute.

NECROMANTIC NEBULA
Necromantic nebulas are often purple in hue and starships that enter them suffer from the corrupting influence of necromantic magic. The superstructure of the starship suffers from entropic damage, taking 2d10 points of hull damage. Crew members must succeed on a Constitution save (DC 13) or take 3d6 points of necromantic damage. Moreover, if any creature dies inside a necromantic nebula they automatically become an undead creature with CR equal to the creature's level.

DEAD MAGIC NEBULA
Considered by most spacers to the be the most dangerous of the cosmic nebulas, dead magic nebulas spell the doom of most starships. Inside a dead magic nebula starship systems automatically fail, spells cannot be cast, and ship speeds cannot be changed nor courses altered. It is possible for the inertia of a starship to take it across a dead magic nebula but life support systems may not keep the crew alive long enough to survive the crossing.

SHIPWRECKS
Derelict ships found floating through the Void are the perfect location for monsters and lost treasures. Most are lifeless husks, victims of the dangers of the Void but some include undiscovered artifacts, traps set by nearby pirates, or undead crews haunting their fallen vessel.

SOLAR WINDS
Sunspots and solar flares occasionally erupt from nearby stars and cascade their energy through solar winds. Generally starships are protected from these winds by their energy shields, which absorb the energy and protect their crews. If a starship doesn't have active shields or if a crew member is found outside the protection of starship shields (personal shields are not powerful enough to protect against solar winds), then unprotected creatures will take 33 (5d10) points of fire damage.

TRAVELLING THROUGH THE ASTRAL SEA
A starship's life support system is what allows crew members to endure the extreme conditions of the Void. If a life support system is disabled a starship will only maintain a sustainable environment for a limited amount of time, this unpowered is considered emergency life support.

HAZARDS IN THE ASTRAL SEA
Once a ship passes through an Arcanium Gate the initial colorful haze associated with the Unified Prime fades away revealing the silvery, endless Infinite of the Astral Sea. To determine the hazards of the Astral Sea, roll a d20 once the ship enters it. Use the following table to determine the nature of the hazard.

Astral Sea Hazard

d20	Hazard Type
1	An unsolved murder of a crew member
2	A large fire found in the cargo hold
3	The ship flies into a Wild Magic Sargasso causing a Mishap
4	Pirates attack the starship
5	An unsolved theft from a crew member
6	A *medium* encounter with a void creature(s)
7	A minor infestation is found in the cargo bay
8	The ships encounters an asteroid field, reducing travel pace
9	A minor infestation is found in the cargo bay
10	An asteroid shower causes 1d10 points of damage to the hull.
11	A brawl breaks out among the crew
12	An *easy* encounter with a void creature(s)
13	Spoilage impacts food reserves
14	A small fire in Engineering
15	A crew member starts hallucinating from Void exposure
16	A derelict ship is found floating in the Void
17	A *hard* encounter with a void creature(s)
18	A major infestation affects the entire ship
19	An unknown and deadly disease affects the crew
20	The ship flies into a Dead Magic Nebula that disrupts all ship systems

SHIPS IN COMBAT

Whether sailing to war, exploring Wild Space, or fighting pirates, ships make deadly weapons and dramatic scenes of battle. This section provides guidance on using ships in combat.

SHIPS AND INITIATIVE

A ship rolls initiative using its Maneuverability, and it uses its crew's quality score as a modifier to that roll.
  On a ship's turn, the ship can take an action for each crewed station.

CREW IN COMBAT

Managing a ship's entire crew in combat is often unrealistic, especially when larger ships often have thousands of crew members. Typically, the crew is focused on maintaining the ship during combat and cannot be utilized for anything else. Crew are usually assigned to their respective action stations, but can be redeployed at an officer's order.

CREW CASUALTIES

Killing or disabling a ship's crew reduces the number of actions most ships can take, make the crew an important asset (and target) in combat. Most crew casualties are experienced through Ship Mishaps but boarding parties and targeted assaults against specific Action Stations are also a common tactic.
  Resolve individual attacks as normal, using the guidelines for resolving many, identical attacks at once from the *Dungeon Master's Guide*, as needed.

Crew Casualties

Ship Size	Casualties per Mishap
Tiny	1
Small	1d2
Medium	1d3
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

HEROIC CREW

Some starships are crewed by exceptional individuals, often PCs or named NPCs, that have capabilities and modifiers far greater than conventional crew, adding their ability modifiers and their proficiency modifiers to their rolls. They also have access to a bonus action and reaction action each round, unlike conventional crew.

STARSHIP COMBAT ACTIONS

Actions during starship combat are handled differently than actions during personal combat. Unlike characters, a starship's actions, including movement, are limited to the crewed Action Stations in a given round.

FACING AND FIRING ARCS

Most weapons point in one of four directions: forward, rear, left, or right. Some weapons are turret-mounted, allowing them to fire in all four directions. A weapon's facing and arc of fire are provided in the ship's description.

RANGE

The distance between an attacking starship and its target is measured in squares. Each square is 500 feet across (unlike the 5-foot squares of conventional play) and, because of the nature of space combat, represents a combination of horizontal and vertical distances.
  Most starship combats begin at extreme sensor range or the edge of the largest gravity well (whichever is greater), although exceptions do exist (most notably ambushes that utilize large asteroids to block sensors or the notorious cloaking device of drow ships).

POINT DEFENSE SYSTEMS

Many starships have point-defense weapons systems designed to fire at debris, missile weapons, or even starships at point blank range. These weapons cannot target an object greater than one square away.

SEEKING WEAPONS

Seeking weapons function differently in combat than direct fire weapons do. A seeking weapon may be launched on a starship's turn but does not resolve its attack until it closes the distance between itself and the target, which may take a number rounds.

Seeking weapons can be targeted and destroyed by weapon systems. It is also possible for the pilot of a targeted starship can attempt to redirect a seeking weapon's guidance system by flying through an occupied square. The pilots of all vessels in the occupying square must make opposed Vehicle (starship) proficiency checks (although the pilot originally targeted does so with disadvantage). The pilot with the lowest result becomes the new target of the seeking weapon. Unpiloted obstacles, such as asteroids or debris, have a Vehicle (starship) proficiency check of 10 for this contested roll.
  If the new target is an unpiloted obstacle, then the seeking weapon will automatically hit, with no attack roll needed.

MISSILES

Missile are a seeking weapon that is launched toward a specific target and travels toward that target at a set speed until it shares the same square. Once it shares the same square, a successful attack roll results in hit, consuming the missile, and unsuccessful attack roll will result in the missile attempting to move into the same square of the target and making a subsequent attack roll. Missiles have a set number of rounds they move before their fuel is expended and they are rendered inert. The missile's attack modifier, speed, and fuel are provided in the ship's description.

MINES

Similar to missile, mines also must close the distance but unlike missiles, mines are not fired at a specific target. Mines are laid in a square and then will make an attack roll against any target that enters that square. Unlike missiles, mines also do not have a fuel limitation and must be detected (a contested Stealth roll versus a starship's Perception) or a ship can enter a square containing a mine and subsequently be targeted.

STARSHIP DAMAGE

All starships have hit points that reflect the hull strength of the ship but most also have hit points that represent the resilience of the ship's shield systems.

DAMAGE THRESHOLD

Most hull and shield hit point totals also have a damage threshold. Any damage done to the shields or hull of the starship must exceed the damage threshold, otherwise the attack has no effect on the starship. A ship's damage threshold is usually related to its size, but some starships have a reinforced hull or strengthened shields compared to most ships in their size category.

MISHAP THRESHOLD

A starship's hull and shields also have a mishap threshold. If a damage roll against the starship exceeds this number, then the damage is significant enough to cause a Mishap (see the Damage Mishap Chart, page XXX).

A starship reduced to zero hull points is disabled, stops moving, and all onboard systems stop working. If a disabled starship takes twice it's hull hit point total in damage, it explodes, dealing 20d6 fire damage to anyone aboard the ship (no save). Anyone who survives the explosion is now exposed to the vacuum of space.

ESCAPE PODS

Escape pods are short-range landing craft designed to take up to eight crew members or passengers to safety if the ship is no longer spaceworthy. The number of escape pods available to a starship is provided in the ship description.

BOARDING PARTIES

If a starship becomes disabled it is often at risk of being boarded by crew members of an opposing vessel. Large military vessels often have dedicated soldiers who are used to repel boarding parties or gain control of enemy ships. These conflicts are often initially resolved in the docking bays of larger vessels or the docking station of smaller ones. Because of their size, it is nearly impossible to board a starfighter. These conflicts result in small unit encounters best suited for traditional game play.

STARSHIP MOVEMENT

During combat starships are limited to their tactical speeds, as any movement within an external gravity well is slowed as a precautionary measure by the ship's engines.

Starships may attempt to escape a combat encounter by moving out of any external gravity wells and moving to cruising speed. If their ship is faster than pursuing vessel's they will escape the encounter, otherwise they may be delaying an inevitable encounter.

CUSTOMIZING STARSHIPS

Starships spend years exploring Known Space and most ships begin to look less like their factory models and more customized. These changes can come in response to specifically damaged systems but often modifications, upgrade the ship.

Each starship can only support a certain number of modifications, and each modification diminishes the stability of ship systems overall. To reflect this, each time a starship is modified the mishap threshold for their hull and shields is lowered by 5.

HELM MODIFICATIONS

Improving a ship's helm isn't simply modifying the Action Station but also includes adding or upgrading the positioning thrusters of the starship, thus increasing the ship's Maneuverability by 1 each time this upgrade is selected.

ENGINE MODIFICATIONS

Upgrading a materium engine is one of the more complex modifications a starship can undertake, requiring the starship to remain docked in a starport or spacedock for 10-20 days. Each time an engine is upgraded the tactical speed is increased by 1 square and cruising speed increases by 10%.

SENSOR MODIFICATIONS

A starship's sensor array can be upgraded to reinforce the sensors against Jamming and empowering sensor sweeps. Each upgrade to Sensors will increase the Jam DC of the starship by 2 and add 1 to the starship's Perception.

SHIELD MODIFICATIONS

Shield generators can be upgraded to improve the efficacy of a ship's shield. Each upgrade to Shields increases the Shield's Damage Threshold by 5.

CARGO MODIFICATIONS

Cargo can be upgraded to double the available consumables on a starship or to include hidden compartments (Investigation DC 25 to locate).

ADDING A WEAPON SYSTEM

Weapon systems can be added to a starship, including seeking weapon launchers. Adding heavy weapon systems (such as heavy materium cannons, heavy rippers, or heavy anti-matter torpedo launchers) count as two modifications to the starship.

ADDING AN ACTION STATION

Another typical modification is adding an action station to a starship. These modifications are complex and count as two modifications to a starship.

STARSHIP CUSTOMIZATIONS

Ship Size	Max Number of Customizations	Crew Required For New Action Station	Cost of each Customization
Tiny	1	1	₡ 25,000
Small	2	2	₡ 50,000
Medium	3	3	₡ 200,000
Large	4	4	₡ 500,000
Huge	5	5	₡ 1,000,000
Gargantuan	6	8	₡ 3,000,000
Colossal	8	12	₡ 6,000,000

USED STARSHIPS

Purchasing a new starship is often prohibitively expensive and a robust secondary market exists throughout Known Space. Most of these vessels are legitimate secondarily owned starships but some are seized assets from pirates, criminal organizations, or rogue planetary governments.

Used starships almost always suffer from inconsistent systems, usually the result of deferred maintenance or field repairs. Removing a complication usually requires replacement of the affected action station through Starship Modification.

USED STARSHIP COMPLICATIONS

Roll	Complication
1	Core Circuity bypassed (power-up time doubled)
2	Helm Controls stick (disadvantage on ship maneuvers)
3	Ship lighting constantly flickers (constant *dim light*)
4	Gravity Well weakened (gravity well half the normal size)
5	Sensors flicker (-2 penalty to attack rolls)
6-7	One weapon system becomes disabled after one use
8-9	Consumables storage unreliable (half normal consumables)
10-13	No complications
14-15	Hull weakened (subtract 10% from Hull hit points)
16	One weapon system becomes disabled after one use
17	Shaky Shields (shield damage threshold halved)
18	Engine inefficient (tactical speed decreased by 2 squares)
19	Maneuvering Thrusters misfire (only one turn per round)
20	Spotty Scanners (disadvantage on Perception checks)

STARSHIP DESIGNATIONS AND DESCRIPTIONS

In addition to size, starships are categorized by their intended purpose. Most civilian starships are simply considered transports or freighters while military starships are usually categorized by the following chart.

MILITARY STARSHIP DESIGNATIONS

Size	Designation
Tiny	Starfighter, Shuttle
Small	Frigate
Medium	Cruiser, Destroyer
Large	Carrier, Heavy Cruiser
Huge	Dreadnought
Gargantuan	Capital Ship

The following pages of these chapter include statistics for the most common starships found in private, professional, and military fleets. This shouldn't be considered a complete list, but representative of the most common starships found in Known Space.

ANGELSHIP

Ansaslon Aerospace Amalgamated

A common luxury transport, the Angelship is designed to provide comfort and relaxation to the its passengers. The Angelship is equipped with private quarters, a powerful communications suite, and elegant maneuvering foils that allow the relatively small engines to facilitate a refined travel experience when compared to other transport ships.

Small Transport class starship
(300 ft. by 300 ft., displacement: 20,000 tons)

Crew: 4
Crew Quality: Average (+3)
Maneuverability: +1

Armor Class: 15
Shields: Hit Points 100 *(damage threshold 20, mishap threshold 40)*
Hull: Hit Points 200 *(damage threshold 20, mishap threshold 40)*

Tactical Speed: 5,000 ft. *(10 squares)*
Cruising Speed: 300 million miles per hour
                600 miles per hour *(atmospheric)*

Turning Ratio: Every other square
Acceleration: up to 5 squares per round

Creature Capacity: 15 medium-sized creatures
Cargo Capacity: 2,000 tons
Consumables: 1 month
Gravity Well: 100,000 ft.

Passive Perception: 12 (sensors)
Ramming. The Angelship can ram another ship or creature, with each ship or creature suffering 1d6 multiplied by the current speed of the Angelship in bludgeoning damage.

Cost: ₡ 1,500,000 (₡ 560,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Angelship making up to three 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, ram, or spin.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 250,000 miles. Heroic crew may, as a bonus action, crew the engineering or point defense action stations.

Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +4 to hit, range 10,000 ft. *Firing Arc:* Front. *Hit*. 33 (6d10) force damage.

Point Defense Cannon Turret (requires 1 crew)
Ranged Weapon Attack: +7 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (14) 4d6 force damage.

BATELEUR

Blackmoor Naval Yards

Small in size but fortified with a powerful sensor suite and armament, the Bateleur is considered a workhorse star fighter that can function as eyes and ears for a fleet, limited troop transport, and point defense. Requiring only one pilot, the Bateleur is most potent with a full two pilot crew.

Tiny Starfighter class starship
(40 ft. by 120 ft., displacement: 100 tons)

Crew: 2
Crew Quality: Trained (+4)
Maneuverability: +3

Armor Class: 19
Shields: Hit Points 60 *(damage threshold 10, mishap threshold 20)*
Hull: Hit Points 65 *(damage threshold 10, mishap threshold 20)*

Tactical Speed: 7,000 ft. *(14 squares)*
Cruising Speed: 350 million miles per hour
                1,200 miles per hour *(atmospheric)*

Turning Ratio*:* Unlimited
Acceleration*:* up to 7 squares per round

Creature Capacity: 6 medium-sized creatures
Cargo Capacity: 10 tons
Consumables: 2 months
Gravity Well: 50,000 ft.

Passive Perception: 16 (sensors)
Ramming. The Bateleur can ram another ship or creature, with each ship or creature suffering 1d4 multiplied by the current speed of the Bateleur in bludgeoning damage.

Cost: ₡ 1,700,000 (₡ 960,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Bateleur making up to five 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, dogfighting, ram, or spin. As a bonus action, you may also crew the light materium cannon action station.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 1 billion miles. As a bonus action, you may also crew the engineering or point defense action stations.

Light Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +9 to hit, range 5,000 ft. *Firing Arc:* Front. *Hit*. 28 (8d6) force damage.

Point Defense Cannon Turret (requires 1 crew)
Ranged Weapon Attack: +10 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (14) 4d6 force damage.

BATTLE DOLPHIN

Cormyr General

The Battle Dolphin is considered a combat ready transport that can best most other starships, outside of capital ships. The Battle Dolphin boasts a comprehensive cannon and laser defense system which is complemented with a Damselfly starfighter that is a standard compliment to the ship and included in its price.

Medium Transport class starship
(550 ft. by 100 ft., displacement: 50,000 tons)

Crew: 12
Crew Quality: Trained (+4)
Maneuverability: +1

Armor Class: 15
Shields: Hit Points 250 *(damage threshold 30, mishap threshold 60)*
Hull: Hit Points 300 *(damage threshold 30, mishap threshold 60)*

Tactical Speed: 5,000 ft. *(10 squares)*
Cruising Speed: 400 million miles per hour
900 miles per hour *(atmospheric)*

Turning Ratio: Every two squares
Acceleration: up to 5 squares per round

Creature Capacity: 35 medium-sized creatures
Cargo Capacity: 10,000 tons
Starfighter Capacity: 1
Consumables: 8 months
Gravity Well: 100,000 ft.

Passive Perception: 13 (sensors)
Ramming. The Battle Dolphin can ram another ship or creature, with each ship or creature suffering 1d8 multiplied by the current speed of the Battle Dolphin in bludgeoning damage.

Cost: ₡ 9,600,000 (₡ 4,180,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Battle Dolphin making up to three 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, ram, or spin.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 1 million miles.

Shuttle Bay (requires 2 crew)
You may launch or resupply up to one starfighter class starships per round.

3 Materium Cannons (requires 1 crew each)
Ranged Weapon Attack: +6 to hit, range 10,000 ft. *Firing Arc:* Front, Left, Right. *Hit*. 44 (8d10) force damage.

4 Point Defense Cannon Turrets (requires 1 crew)
Ranged Weapon Attack: +10 to hit, range 2,500 ft., one target each.
Firing Arc: 360-degree. *Hit*: (14) 4d6 force damage.

DAMSELFLY

Cormyr General

A personnel transport used mostly in clandestine environments, the Damselfly has been used in military maneuvers as well. For the affluent, the Damselfly can also be commissioned as a luxury flier and spacecraft.

Tiny Starfighter class starship
(30 ft. by 120 ft., displacement: 100 tons)

Crew: 1
Crew Quality: Average (+3)
Maneuverability: +2

Armor Class: 17
Shields: Hit Points 60 *(damage threshold 10, mishap threshold 20)*
Hull: Hit Points 60 *(damage threshold 10, mishap threshold 20)*

Tactical Speed: 6,000 ft. *(12 squares)*
Cruising Speed: 350 million miles per hour
                   900 miles per hour *(atmospheric)*

Turning Ratio*:* Unlimited
Acceleration*:* up to 6 squares per round

Creature Capacity: 10 medium-sized creatures
Cargo Capacity: 20 tons
Consumables: 1 month
Gravity Well: 50,000 ft.

Passive Perception: 11 (sensors)
Ramming. The Damselfly can ram another ship or creature, with each ship or creature suffering 1d4 times the current speed of the Damselfly in bludgeoning damage.

Cost: ₡ 600,000 (₡ 270,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Damselfly making up to four 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, dogfight, ram, or spin. As a bonus action, you may also crew the light materium cannon action station.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 25,000 miles. As a bonus action, you may also crew the engineering or point defense action stations.

Light Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +4 to hit, range 5,000 ft. *Firing Arc:* Front. *Hit*. 24 (7d6) force damage.

Point Defense Cannon Turret (requires 1 crew)
Ranged Weapon Attack: +4 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (10) 3d6 force damage.

DAKKAR
Midgard Shipyards

An armed and armored transport manufactured by Midgard Shipyards, the Dakkar has large cargo stores and a robust defensive suite that allows for long, unescorted trips. Less common than the Hammership or the Tradesman, the Dakkar compares well to both, despite fewer numbers among the space lanes.

Large Transport class starship
(1,400 ft. by 500 ft., displacement: 200,000 tons)

Crew: 34
Crew Quality: Trained (+4)
Maneuverability: -1

Armor Class: 15
Shields: Hit Points 400 *(damage threshold 40, mishap threshold 80)*
Hull: Hit Points 450 *(damage threshold 40, mishap threshold 80)*

Tactical Speed: 4,500 ft. *(9 squares)*
Cruising Speed: 500 million miles per hour
600 miles per hour *(atmospheric)*

Turning Ratio: Every 3 squares
Acceleration: up to 3 squares per round

Creature Capacity: 300 medium-sized creatures
Cargo Capacity: 50,000 tons
Starfighter Capacity: 4
Consumables: 12 months
Gravity Well: 250,000 ft.

Passive Perception: 14 (sensors)
Ramming. The Dakkar can ram another ship or creature, with each ship or creature suffering 1d10 times the current speed of the Dakkar in bludgeoning damage.

Cost: ₡ 21,600,000 (₡ 15,180,000 used)

ACTION STATIONS

Helm *(requires 4 crew).*
You may pilot the Dakkar making up to three 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, ram, or spin.

Engineering (requires 6 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 4 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 500 million miles.

Damage Control (requires 6 crew)
You may perform the Repair action.

Medical (requires 4 crew)
You may perform the Recover Crew action.

Shuttle Bay (requires 4 crew)
You may launch or resupply up to two starfighter class starships per round.

3 Heavy Materium Cannon (requires 1 crew each)
Ranged Weapon Attack: +4 to hit, range 20,000 ft., one target each. *Firing Arc:* Front. *Hit*. 77 (7d20) force damage.

3 Point Defense Cannon Turrets (requires 1 crew each)
Ranged Weapon Attack: +10 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (14) 4d6 force damage.

DRAGONFLY

Ansalon Aerospace Amalgamated

The Dragonfly is an inexpensive transport found throughout known space.   Highly maneuverable and modifiable, the Dragonfly is filled with adjustable compartments and components that usually results in each Dragonfly being unique compared to its fellows. The requirement of only one crew to pilot the ship is also considered a selling point.

Small Transport class starship
(250 ft. by 180 ft., displacement: 10,000 tons)

Crew: 5
Crew Quality: Average (+3)
Maneuverability: +2

Armor Class: 16
Shields: Hit Points 100 *(damage threshold 20, mishap threshold 40)*
Hull: Hit Points 150 *(damage threshold 20, mishap threshold 40)*

Tactical Speed: 7,000 ft. *(14 squares)*
Cruising Speed: 500 million miles per hour
              1,000 miles per hour *(atmospheric)*

Turning Ratio*: Every other square
Acceleration*: up to 7 squares per round

Creature Capacity: 15 medium-sized creatures
Cargo Capacity: 2,000 tons
Consumables: 2 months
Gravity Well: 100,000 ft.

Passive Perception: 12 (sensors)
Ramming. The Dragonfly can ram another ship or creature, with each ship or creature suffering 1d6 times the current speed of the Dragonfly in bludgeoning damage.

Cost: ₡ 1,500,000 (₡ 880,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Dragonfly making up to four 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, ram, or spin. As a bonus action, you may crew the materium cannon action station.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 250,000 miles.

Materium Cannon (requires 1 crew each)
Ranged Weapon Attack: +7 to hit, range 10,000 ft., one target. *Firing Arc:* Front. *Hit*. 33 (6d10) force damage.

Point Defense Cannon Turret (requires 1 crew)
Ranged Weapon Attack: +7 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (14) 4d6 force damage.

HAMMERSHIP
Forge Heavy Industries

Built with advanced technologies available from the Core worlds and named after the faithful Starjammer workhorse of years past, the Hammership is considered a ship-of-the-line heavy cruiser designed for flexible customization and durability.   Dependable, formidable, and popular, the Hammership dominates the space lanes.

Huge Transport class starship
(4,200 ft. by 450 ft., displacement: 500,000 tons)

Crew: 48
Crew Quality: Trained (+4)
Maneuverability: +0

Armor Class: 16
Shields: Hit Points 600 *(damage threshold 50, mishap threshold 100)*
Hull: Hit Points 600 *(damage threshold 50, mishap threshold 100)*

Tactical Speed: 4,000 ft. *(8 squares)*
Cruising Speed: 500 million miles per hour
                          400 miles per hour *(atmospheric)*

Turning Ratio*: Every 3 squares
Acceleration*: up to 3 squares per round

Creature Capacity: 2,000 medium-sized creatures
Cargo Capacity: 100,000 tons
Starfighter Capacity: 4
Consumables: 12 months
Gravity Well: 500,000 ft.

Passive Perception: 16 (sensors)
Ramming. The Hammership can ram another ship or creature, with each ship or creature suffering 1d20 multiplied by the current speed of the Hammership in bludgeoning damage.

Cost: ₡ 28,800,000 (₡ 19,200,000 used)

ACTION STATIONS

Helm *(requires 4 crew).*
You may pilot the Hammership making up to three 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, ram*, or spin.

*- equipped with a Naval Ram that provides resistance to bludgeoning damage caused by initiated ram maneuvers.

Engineering (requires 6 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 4 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 1 billion miles.

Damage Control (requires 6 crew).
You may perform the Repair action.

Medical (requires 4 crew)
You may perform the Recover Crew action.

Shuttle Bay (requires 6 crew)
You may launch or resupply up to four starfighter class starships per round.

2 Heavy Materium Cannons (requires 2 crew each).
Ranged Weapon Attack: +5 to hit, range 20,000 ft., one target each. *Firing Arc:* Front. *Hit*. 66 (6d20) force damage.

2 Heavy Anti-Matter Torpedo Launcher (requires 5 crew each)
*Seeking Weapon Attack***: +8 to hit, range 100,000 ft., one target each. *Firing Arc***: Left, Right. Ammunition: (20): torpedoes (AC 20, HP 5). *Speed* 10,000 ft. (10 rounds of fuel) *Hit*: 110 (10d20) fire damage..

4 Point Defense Cannon Turrets (requires 1 crew each)
Ranged Weapon Attack: +7 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (21) 6d6 force damage.

LAMMERGEIER

Cormyr General

Known more commonly as Vultures, the Lammergeier is considered the best starfighter. With impressive firepower for a ships of its size and sturdy shields, the Lammergeier is as agile as any fighter in known space and far more versatile

Tiny Starfighter class starship
(90 ft. by 120 ft., displacement: 150 tons)

Crew: 1
Crew Quality: Crack (+6)
Maneuverability: +4

Armor Class: 21
Shields: Hit Points 120 *(damage threshold 10, mishap threshold 20)*
Hull: Hit Points 100 *(damage threshold 10, mishap threshold 20)*

Tactical Speed: 8,000 ft. *(16 squares)*
Cruising Speed: 350 million miles per hour
2,100 miles per hour *(atmospheric)*

Turning Ratio*:* Unlimited
Acceleration*:* up to 9 squares per round

Creature Capacity: 2 medium-sized creatures
Cargo Capacity: 10 tons
Consumables: 1 month
Gravity Well: 20,000 ft.

Passive Perception: 16 (sensors)
Ramming. The Lammergeier can ram another ship or creature, with each ship or creature suffering 1d4 multiplied by the current speed of the Lammergeier in bludgeoning damage.

Cost: ₵ 1,600,000 (₵ 890,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Lammergeier making up to six 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, dogfight, ram, or spin. As a bonus action, you may also crew any other action station.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 25,000 miles.

Light Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +14 to hit, range 5,000 ft., one target. *Firing Arc:* Front. *Hit*. 33 (10d6) force damage.

Anti-Matter Torpedo Launcher (requires 1 crew)
Seeking Weapon Attack: +8 to hit, range 100,000, one target. *Firing Arc*: Front. Ammunition (5): torpedoes (AC 20, HP 5). *Speed*: 10,000 ft. (10 rounds of fuel). *Hit*: (87) 15d10 fire damage.

Point Defense Cannon Turret (requires 1 crew)
Ranged Weapon Attack: +10 to hit, range 2,500 ft., one target. *Firing Arc*: 360-degree. *Hit*: (14) 4d6 force damage.

MAMMOTH
Glorybound Defense Industries

The Mammoth, and the squadrons of fighters they can deploy, are the most powerful and dangerous starships in the galaxy. The expense and maintenance of these vessels limits their use to Core world governments and, as such, they are often utilized to maintain peace in conflict zones or resolve interplanetary disputes.

Gargantuan Transport class starship
(4,800 ft. by 850 ft., displacement: 1,000,000 tons)

Crew: 100
Crew Quality: Trained (+4)
Maneuverability: -2

Armor Class: 15
Shields: Hit Points 650 *(damage threshold 50, mishap threshold 100)*
Hull: Hit Points 800 *(damage threshold 50, mishap threshold 100)*

Tactical Speed: 3,500 ft. *(7 squares)*
Cruising Speed: 500 million miles per hour
                    400 miles per hour *(atmospheric)*

Turning Ratio*: Every 3 squares*
Acceleration*: up to 3 squares per round*

Creature Capacity: 5,000 medium-sized creatures
Cargo Capacity: 100,000 tons
Starfighter Capacity: 20
Consumables: 12 months
Gravity Well: 500,000 ft.

Passive Perception: 16 (sensors)
Ramming. The Mammoth can ram another ship or creature, with each ship or creature suffering 1d20 multiplied by the current speed of the Mammoth in bludgeoning damage.

Cost: ₡ 42,500,000 (₡ 30,600,000 used)

ACTION STATIONS

Helm *(requires 5 crew).*
You may pilot the Mammoth making up to two 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, defensive maneuvers, ram, sideslip, or spin.

Engineering (requires 10 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 5 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 1 billion miles.

Damage Control (requires 10 crew)
You may perform the Repair action.

Medical (requires 6 crew)
You may perform the Recover Crew action.

Shuttle Bay (requires 8 crew)
You may launch or resupply up to four starfighter class starships per round.

16 Heavy Ripper Guns (requires 1 crew each)
Ranged Weapon Attack: +2 to hit, range 5,000 ft., one target each.
Firing Arc: Front 4, Left 6, Right 6. *Hit*. 66 (6d20) piercing damage.

6 Heavy Anti-Matter Torpedo Launcher (requires 5 crew each)
*Seeking Weapon Attack***:** +8 to hit, range 100,000 ft., one target each.
*Firing Arc***:** Front 2**,** Left 2, Right 2. Ammunition: (50): torpedoes (AC 20, HP 5). *Speed* 10,000 ft. (10 rounds of fuel) *Hit*: 165 (15d20) fire damage..

6 AutoCannon Turrets (requires 1 crew each)
Ranged Weapon Attack: +5 to hit, range 1,500 ft., one target each.
Firing Arc: 360-degree. *Hit*: (21) 6d6 force damage.

SQUIDSHIP
Blackmoor Naval Yards

Considered primarily a cargo and transport ship, the Squid ship was constructed with performance and nostalgia clearly as a priority. From the front of the ship extends a tip with flares reminiscent of the ancient designs of the past. Embellishments surround the engine nacelles extended forward to capture the same design style. Oversized engines allows the Squid Ship to outperform most transports and is complimented with an armament that allows the transport to hold its own in most combat situations.

Medium Transport class starship
(450 ft. by 100 ft., displacement: 30,000 tons)

Crew: 6
Crew Quality: Trained (+4)
Maneuverability: +1

Armor Class: 16
Shields: Hit Points 200 *(damage threshold 30, mishap threshold 60)*
Hull: Hit Points 250 *(damage threshold 30, mishap threshold 60)*

Tactical Speed: 6,500 ft. *(13 squares)*
Cruising Speed: 600 million miles per hour
            1,800 miles per hour *(atmospheric)*

Turning Ratio*: Every 2 squares
Acceleration*: up to 6 squares per round

Creature Capacity: 30 medium-sized creatures
Cargo Capacity: 3,000 tons
Consumables: 6 months
Gravity Well: 200,000 ft.

Passive Perception: 13 (sensors)
Ramming*. The Squidship can ram another ship or creature, with each ship or creature suffering 1d8 multiplied by the current speed of the Squidship in bludgeoning damage.

Cost: ₡ 7,600,000 (₡ 4,880,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Squidship making up to three 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, defensive maneuvers, ram, sideslip, or spin.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 1 million miles.

Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +8 to hit, range 10,00 ft., one target. *Firing Arc:* Front. *Hit*. 49 (9d10) force damage.

2 Point Defense Cannon Turrets (requires 1 crew each)
Ranged Weapon Attack: +8 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (17) 5d6 force damage.

TERRAPIN

Forge Heavy Industries

Efficient and inexpensive, the Terrapin is a common medium-sized transport. Due to the practical benefits of the ship, they are quite common in the space lanes, representing a tougher, more robust version of the ubiquitous Tradesman.

Medium Transport class starship
(850 ft. by 480 ft., displacement: 50,000 tons)

Crew: 10
Crew Quality: Average (+3)
Maneuverability: +0

Armor Class: 14
Shields: Hit Points 150 *(damage threshold 30, mishap threshold 60)*
Hull: Hit Points 300 *(damage threshold 30, mishap threshold 60)*

Tactical Speed: 4,500 ft. *(9 squares)*
Cruising Speed: 350 million miles per hour
              500 miles per hour *(atmospheric)*

Turning Ratio*: Every 2 squares
Acceleration*: up to 4 squares per round

Creature Capacity: 1,000 medium-sized creatures
Cargo Capacity: 10,000 tons
Consumables: 6 months
Gravity Well: 200,000 ft.

Passive Perception: 12 (sensors)
Ramming. The Terrapin can ram another ship or creature, with each ship or creature suffering 1d8 multiplied by the current speed of the Terrapin in bludgeoning damage.

Cost: ₡ 4,500,000 (₡ 2,200,000 used)

ACTION STATIONS

Helm *(requires 2 crew).*
You may pilot the Terrapin making up to three 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, ram, or spin.

Engineering (requires 3 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 1 million miles.

Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +6 to hit, range 10,000 ft., one target. *Firing Arc:* Front. *Hit*. 49 (9d10) force damage.

3 Point Defense Cannon Turrets (requires 1 crew each)
Ranged Weapon Attack: +5 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (17) 5d6 force damage.

TRADESMAN

Ansalon Aerospace Amalgamated

Nearly every spaceport is peppered with this space transport. Known for their durability and affordability, the Tradesman is far and away the most popular chassis constructed. Used primarily in the mercantile sector, the Tradesman has also been used in troop movements, space cruises, commercial and civilian travel, and industrial transport.

Medium Transport class starship
(800 ft. by 300 ft., displacement: 40,000 tons)

Crew: 6
Crew Quality: Average (+3)
Maneuverability: +0

Armor Class: 14
Shields: Hit Points 100 *(damage threshold 30, mishap threshold 60)*
Hull: Hit Points 250 *(damage threshold 30, mishap threshold 60)*

Tactical Speed: 5,000 ft. *(10 squares)*
Cruising Speed: 300 million miles per hour
400 miles per hour *(atmospheric)*

Turning Ratio*: Every 2 squares
Acceleration*: up to 4 squares per round

Creature Capacity: 500 medium-sized creatures
Cargo Capacity: 15,000 tons
Consumables: 6 months
Gravity Well: 200,000 ft.

Passive Perception: 12 (sensors)
Ramming. The Tradesman can ram another ship or creature, with each ship or creature suffering 1d8 multiplied by the current speed of the Tradesman in bludgeoning damage.

Cost: ₡ 1,900,000 (₡ 800,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Tradesman making up to two 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, defensive maneuvers, ram, sideslip, or spin.

Engineering (requires 2 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 1 million miles.

Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +3 to hit, range 10,000 ft., one target. *Firing Arc:* Front. *Hit*. 33 (6d10) force damage.

2 Point Defense Cannon Turrets (requires 1 crew each)
Ranged Weapon Attack: +6 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (17) 5d6 force damage.

VALKYRIE

Midgard Shipyards

Midgard's answer to the Lammergeier, the Valkyrie is designed around speed and maneuverability. Boasting an array of Materium cannons that rivals any transport, the Valkyrie is considered the only fighter competitive in a dogfight with a Vulture.

Tiny Starfighter class starship
(30 ft. by 30 ft., displacement: 100 tons)

Crew: 1 or 2 or 3
Crew Quality: Crack (+6)
Maneuverability: +3

Armor Class: 20
Shields: Hit Points 90 *(damage threshold 10, mishap threshold 20)*
Hull: Hit Points 90 *(damage threshold 10, mishap threshold 20)*

Tactical Speed: 9,000 ft. *(18 squares)*
Cruising Speed: 350 million miles per hour
 2,400 miles per hour *(atmospheric)*

Turning Ratio*: Unlimited
Acceleration*: up to 9 squares per round

Creature Capacity: 4 medium-sized creatures
Cargo Capacity: 2 tons
Consumables: 1 month
Gravity Well: 20,000 ft.

Passive Perception: 14 (sensors)
Ramming. The Valkyrie can ram another ship or creature, with each ship or creature suffering 1d4 multiplied by the current speed of the Valkyrie in bludgeoning damage.

Cost: ₡ 1,400,000 (₡ 800,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Valkyrie making up to five 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, defensive maneuvers, ram, sideslip, or spin. As a bonus action, you may also crew any other action station.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 25,000 miles. As a bonus action, you may also crew the Engineering or Point Defense Cannon action stations.

Light Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +13 to hit, range 5,000 ft., one target.
Firing Arc: Front. *Hit*. 33 (10d6) force damage.

2 Point Defense Cannon Turrets (requires 1 crew each)
Ranged Weapon Attack: +10 to hit, range 2,500 ft., one target each.
Firing Arc: 360-degree. *Hit*: (14) 4d6 force damage.

VIPERSHIP

Glorybound Defense Industries

Built by the Giff corporation Glorybound Defense in collaboration with Blackmoor Naval Yards, the Vipership is considered an undersized frigate or an enormous fighter. Armed with their patented Ripper Guns, the Vipership is brutally effective against fighters or even larger ships.

Small Transport class starship
(120 ft. by 100 ft., displacement: 250 tons)

Crew: 5
Crew Quality: Trained (+4)
Maneuverability: +2

Armor Class: 17
Shields: Hit Points 100 *(damage threshold 20, mishap threshold 40)*
Hull: Hit Points 150 *(damage threshold 20, mishap threshold 40)*

Tactical Speed: 6,000 ft. *(12 squares)*
Cruising Speed: 400 million miles per hour
1,000 miles per hour *(atmospheric)*

Turning Ratio: Every other square
Acceleration: up to 6 squares per round

Creature Capacity: 8 medium-sized creatures
Cargo Capacity: 20 tons
Consumables: 1 month
Gravity Well: 100,000 ft.

Passive Perception: 13 (sensors)
Ramming. The Vipership can ram another ship or creature, with each ship or creature suffering 1d6 multiplied by the current speed of the Vipership in bludgeoning damage.

Cost: ₡ 3,200,000 (₡ 2,080,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Vipership making up to four 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, defensive maneuvers, ram, sideslip, or spin.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 100,000 miles.

Ripper Guns (requires 1 crew)
Ranged Weapon Attack: +8 to hit, range 5,000 ft., one target. *Firing Arc:* Front. *Hit*. 49 (9d10) force damage.

2 AutoCannon Turrets (requires 1 crew)
Ranged Weapon Attack: +7 to hit, range 1,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (14) 4d6 force damage.

WASP

Tu Chang Inc.

An ambitious and unique chassis design causes the Wasp to stand out in any space port. Designed for a small crew and cargo transfer, the Wasp has an aggressive weapons platform that allows this transport to function in fleet support as well. Considerably more expensive than most comparable transports, the Wasp is a rare but potent alternative to the Battle Dolphin

Small Transport class starship
(200 ft. by 50 ft., displacement: 200 tons)

Crew: 5
Crew Quality: Trained (+4)
Maneuverability: +1

Armor Class: 16
Shields: Hit Points 100 *(damage threshold 20, mishap threshold 40)*
Hull: Hit Points 180 *(damage threshold 20, mishap threshold 40)*

Tactical Speed: 5,5000 ft. *(11 squares)*
Cruising Speed: 400 million miles per hour
　　　　　　　　1,000 miles per hour *(atmospheric)*

Turning Ratio*: Every other square
Acceleration*: up to 5 squares per round

Creature Capacity: 10 medium-sized creatures
Cargo Capacity: 50 tons
Consumables: 1 month
Gravity Well: 100,000 ft.

Passive Perception: 14 (sensors)
Ramming. The Wasp can ram another ship or creature, with each ship or creature suffering 1d6 multiplied by the current speed of the Wasp in bludgeoning damage.

Cost: ₡ 3,600,000 (₡ 2,200,000 used)

ACTION STATIONS

Helm *(requires 1 crew).*
You may pilot the Wasp making up to four 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, defensive maneuvers, ram, sideslip, or spin. As a bonus action, you may crew the Materium Cannon action station.

Engineering (requires 1 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 1 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 100,000 miles.

Materium Cannon (requires 1 crew)
Ranged Weapon Attack: +3 to hit, range 10,000 ft., one target. *Firing Arc:* Front. *Hit.* 49 (9d10) force damage.

Anti-Matter Mine Layer (requires 1 crew)
Seeking Weapon Attack: +10 to hit, range 500, all targets in 500 ft. radius. *Firing Arc*: Rear. Ammunition (10): mines (AC 20, Stealth +5). *Speed*: 0 ft. *Hit*: (87) 15d10 fire damage.

Point Defense Cannon Turrets (requires 1 crew)
Ranged Weapon Attack: +7 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (14) 4d6 force damage.

WHALESHIP
Ansalon Aerospace Amalgamated

These vast spaceliners are fairly common throughout the galaxy and are frequented most commonly for vacations amongst the stars. They have dozens of decks that accommodate passengers from all walks of life. With routine routes from system to system, for many, the Whale Ship is the easiest way to see worlds beyond the borders of an individual solar system

Huge Transport class starship
(2,000 ft. by 300 ft., displacement: 5,000,000 tons)

Crew: 42
Crew Quality: Average (+3)
Maneuverability: -2

Armor Class: 12
Shields: Hit Points 250 *(damage threshold 50, mishap threshold 100)*
Hull: Hit Points 500 *(damage threshold 50, mishap threshold 100)*

Tactical Speed: 4,000 ft. *(8 squares)*
Cruising Speed: 500 million miles per hour
                    400 miles per hour *(atmospheric)*

Turning Ratio*:* Every 3 squares
Acceleration*:* up to 3 squares per round

Creature Capacity: 10,000 medium-sized creatures
Cargo Capacity: 1,000,000 tons
Starfighter Capacity: 6
Consumables: 2 months
Gravity Well: 500,000 ft.

Passive Perception: 16 (sensors)
Ramming. The Whaleship can ram another ship or creature, with each ship or creature suffering 1d20 multiplied by the current speed of the Whaleship in bludgeoning damage.

Cost: ₡ 19,100,000 (₡ 10,750,000 used)

ACTION STATIONS

Helm *(requires 4 crew).*
You may pilot the Whaleship making up to three 60-degree turns as part of the ship's movement and attempt one of the following maneuvers: additional turn, ram, or spin.

Engineering (requires 8 crew)
You may perform the Repair or Reroute Power action.

Sensors (requires 4 crew)
You may perform the Hailing, Jamming, Navigation, or Scan action at a range of up to 1 billion miles.

Damage Control (requires 6 crew).
You may perform the Repair action.

Medical (requires 6 crew)
You may perform the Recover Crew action.

Shuttle Bay (requires 6 crew)
You may launch or resupply up to two Starfighter Class starships per round.

Materium Cannons (requires 1 crew).
Ranged Weapon Attack: +4 to hit, range 10,000 ft., one target. *Firing Arc:* Front. *Hit*. 49 (9d10) force damage.

6 Point Defense Cannon Turrets (requires 1 crew each)
Ranged Weapon Attack: +5 to hit, range 2,500 ft., one target each. *Firing Arc*: 360-degree. *Hit*: (21) 6d6 force damage.

SPELLJAMMER
RETURN TO THE VOID
MAGIC

Bard Spells

Cantrips (o Level)
dddfff

offered by Nevermind MateriaWerks to facilitate underwater explorations. Primarily utilized by the Explorer Corps and corporations in search of natural resources, the NM69046 is large enough to support extended operations but inexpensive enough for broad application.
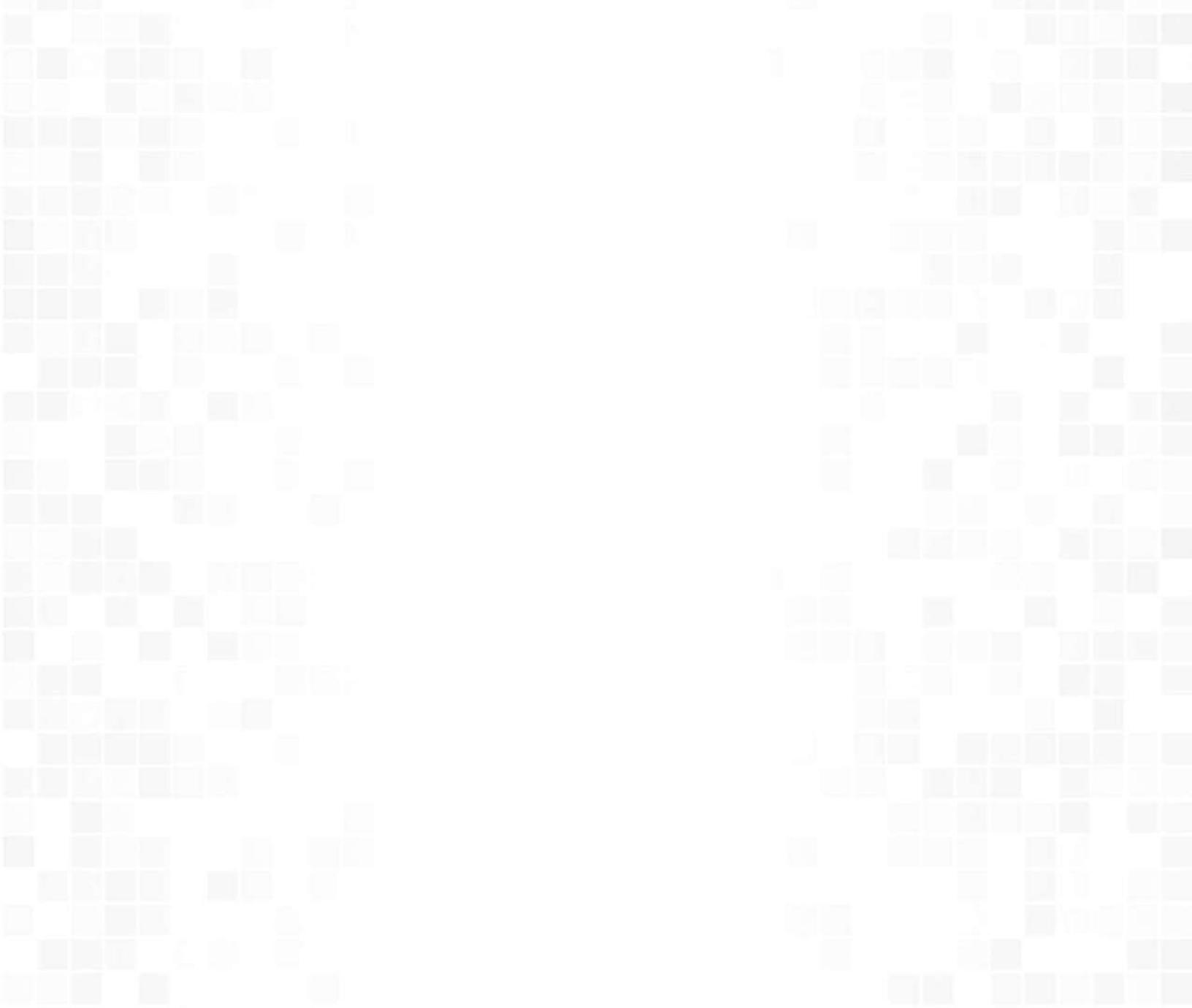
The life support system mirrors starship functionality and can be maintained indefinitely. Water filtration systems can provide potable drinking water on most worlds, leaving perishable food stocks the only concern for the crew. The NM69046 comes with a complex sensor array, repair bay, and medical facility and measures just over 100 feet long.

NM720 DEVA Suit. This alternative to the Guardian Suit is utilized primarily for scouting missions but is still considered one of the most dangerous Vehicular Armors available today.

While piloting the DEVA Suit, you gain the following benefits:

- Your Armor class is now 18 (with a maximum Dexterity bonus of +2)
- Your base walking speed increases to 50 feet, if it were slower and you gain a flight speed of 50 feet.
- You have a damage threshold of 10.
- Your Strength score becomes 20, if it were lower.
- Your helmet has an integrated Display suite with Combat HUD, darkvision, infravision, flashguard, magnification, and ultrasound capabilities.
- Your DEVA Suit functions as a survival suit.
- You have an integrated commlink (with encryption), sensor array, databracer, and first aid kit (that will automatically stabilize the pilot).

Entering and exiting the DEVA Suit requires an action.

SPELLJAMMER
RETURN TO THE VOID
=CREATURES OF THE VOID=

Aracanthi

Once known simply as "spell weavers", the aracanthi are a mysterious species found throughout the galaxy. Their language, their home world, even their basic culture are barely understood and most interactions with the aracanthi occur when they attempt to collect magic items, either from a ruin or from an individual.

Aracanthi are physically weak, hairless, six-armed creatures that stand nearly seven feet tall. They have a humanoid shape with rigid, angular features. Each of their eight limbs are long, lean and seemingly fragile and while the aracanthi would, rightfully, be considered physically frail their understanding of magic and powerful innate abilities make them one of the most powerful species in Known Space.

Collectors of Magic. Usually only one aracanthi is encountered at a time, but there have been reports of larger groups coordinating together to seize a particularly powerful magic item. These raids are always organized and meticulously executed, a testament to their telepathic abilities. Aracanthi are patient hunters who spend months gathering information before they move to acquire a coveted magic item. This surveillance is often accomplished through *scrying* or by aracanthi utilizing their *invisibility* power. It is rare that an aracanthi fails in their effort to acquire a particular item they have targeted but it seems that repeated attempts are never made and the arcanthi simply move on to the next item on their list. Why they collect magic items (as they never seem to use them) remains a mystery.

Spell Weavers. Aracanthi are famous for their ability to cast more than one spell at a time. Their alien minds allow them to coordinate their six arms into complex arcane weaves, allowing them to cast up to six spells in six seconds. This coordination is mirrored in their ability to use all six arms independently for actions other than spellcasting, but their capabilities with magic remain unmatched and unduplicated in the universe.

An Enigmatic People. Aracanthi rarely communicate with anyone except their own kind. With the expansion of younger species into the galaxy there have been increased encounters with the aracanthi but much of their culture and motivations remains a mystery. What is known is the aracanthi do not speak, communicating with each other telepathically. When contact is attempted with them, written language seems to be the only shared form of communication, and such meetings have failed to result in any significant breakthroughs.

Aracanthi
Medium humanoid (arcanthi), neutral

Armor Class 16
Hit Points 36 (10d8-10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	16	9	18	17	16

Saving Throws Int +8, Wis +7
Skills Arcana +8, History +8
Condition Immunities charmed, frightened, stunned (mental only)
Senses Passive Perception 17
Languages Common, Aracanthi
Challenge 9 (5,000 XP)

Innate Spellcasting. The aracanthi casts spells as a sorcerer of equal level to its Hit Dice. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aracanthi can innately cast the following spells, requiring no material components:

At will: *see invisibility*
1/day each: *detect magic, invisibility, planeshift*

The aracanthi has the following sorcerer spells:

Cantrips (at will): *fire bolt, light, mage hand, minor illusion, prestidigitation, shocking grasp*
1st level (4 slots): *burning hands, magic missile, shield*
2nd level (3 slots): *darkness, mirror image, scorching ray*
3rd level (3 slots): *counterspell, lightning bolt*
4th level (3 slots): *stoneskin, wall of fire*
5th level (2 slots): *cone of cold*

Magic Resistance. The aracanthi has advantage on saving throws against spells and other magical effects.

Metamagic. The aracanthi has 10 sorcery points, and regains all spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Careful Spell. When the sorcerer casts a spell that forces other creatures to make a saving throw, the sorcerer can spend 1 sorcery point and choose up to three creatures. A chosen creature automatically succeeds on its saving throw against the spell.

Heightened Spell. When the sorcerer casts a spell that forces a creature to make a saving throw to resist its effects, the sorcerer can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quicken Spell. When a sorcerer casts a spell that has a casting time of 1 action, the sorcerer can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Shielded Mind. Any attempts by other species to communicate telepathically with an aracanthi automatically fails. A creature who attempts to communicate telepathically must succeed on a Wisdom saving throw (DC 15) or be affected by the *confusion* spell.
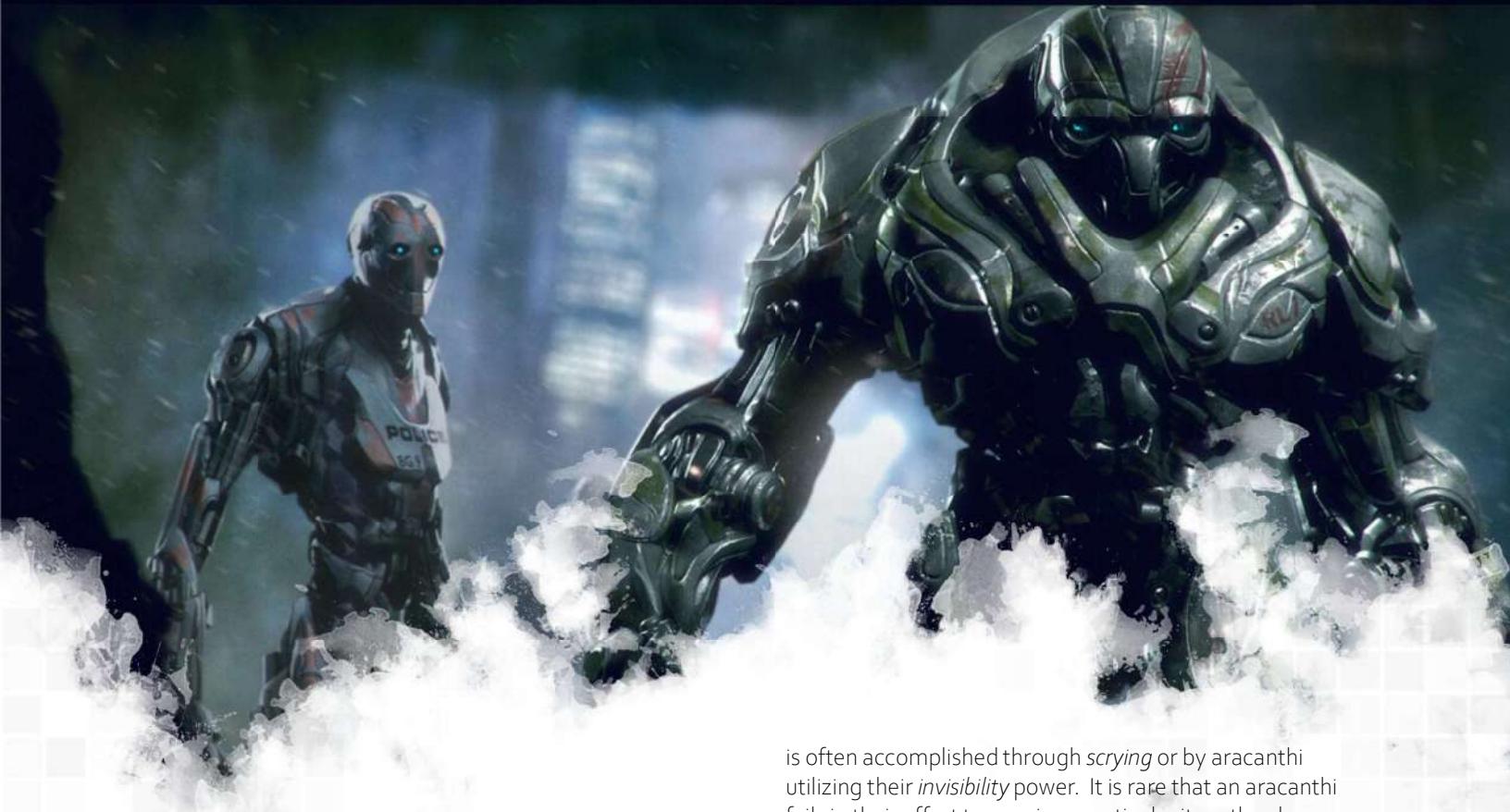
Spell Weaving. Aracanthi are capable of casting more than one spell at a time. Casting a spell occupies a number of aracanthi arms equal to the spell's level (maximum 6th, with higher level spells requiring all limbs to cast). An aracanthi can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. Cantrips still occupy one arm.

Telepathy. Aracanthi can communicate with other members of its species telepathically at a range of up to 1,000 miles.

Actions

Multiattack. The aracanthi has two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 (1d3-1) bludgeoning damage.

ARCFORGED

Once known simply as "spell weavers", the aracanthi are a mysterious species found throughout the galaxy. Their language, their home world, even their basic culture are barely understood and most interactions with the aracanthi occur when they attempt to collect magic items, either from a ruin or from an individual.

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Spell Weavers. Aracanthi are famous for their ability to cast more than one spell at a time. Their alien minds allow them to coordinate their six arms into complex arcane weaves, allowing them to cast up to six spells in six seconds. This coordination is mirrored in their ability to use all six arms independently for actions other than spellcasting, but their capabilities with magic remain unmatched and unduplicated in the universe.

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ArcForged Destroyer

Large construct, unaligned

Armor Class 20
Hit Points 250 (20d10+140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25	10	25	10	10	1

Skills Perception +6
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., darkvision 120 ft., infravision 120 ft., Passive Perception 16
Languages Common
Challenge 16 (15,000 XP)

Continuous Self Repair. The ArcForged destroyer regains 5 hit points at the start of its turn. The ArcForged destroyer is disabled only if it starts its turn with 0 hit points.

Sensor Suite. The ArcForged destroyer has a complex sensor suite that includes an encrypted commlink, sensor array, signal jammer, and ultrasound emitter.

Telepathy. The ArcForged destroyer can communicate with other constructs in a 100-mile radius. This ability allows linked constructs to work in near perfect coordination.

Actions

Multiattack. The ArcForged destroyer can make up to three attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Assault Cannon. *Ranged Weapon Attack:* +8 to hit, range 200/2,000 ft., one target. *Hit:* 80 (16d8) piercing damage.

Grenade Launcher. *Ranged Weapon Attack:* +8 to hit, range 200/2,000 ft., 20-ft. sphere of piercing damage. Each creature in the area must succeed on a DC 15 Dexterity saving throw, taking 20 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

Machine Gun. *Ranged Weapon Attack:* +8 to hit, range 120/1,200 ft., one target (or more with burst fire). *Hit:* 24 (6d6) piercing damage.

ArcForged Emissary

Medium construct, unaligned

Armor Class 15
Hit Points 40 (6d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	15	10	15	12	15

Skills History +8, Insight +5, Persuasion +5
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., Passive Perception 11
Languages Common
Challenge 16 (15,000 XP)

Software Suite. The ArcForged emissary has an integrated software suite that allows the ArcForged emissary to record anything it experiences, translation software, and one of the following skills (depending upon the purpose of the particular ArcForged emissary):

Animal Handling, Investigation, Nature, Performance, or Religion.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) bludgeoning damage.

ArcForged Emissary

Medium humanoid (arcanthi), neutral

Armor Class 16
Hit Points 36 (10d8-10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	16	9	18	17	16

Saving Throws Int +8, Wis +7
Skills Arcana +8, History +8
Condition Immunities charmed, frightened, stunned (mental only)
Senses Passive Perception 17
Languages Common, Aracanthi
Challenge 9 (5,000 XP)

Innate Spellcasting. The aracanthi casts spells as a sorcerer of equal level to its Hit Dice. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aracanthi can innately cast the following spells, requiring no material components:

At will: *see invisibility*
1/day each: *detect magic, invisibility, planeshift*

The aracanthi has the following sorcerer spells:

ArcForged Infantry

Large construct, unaligned

Armor Class 20
Hit Points 250 (20d10+140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25	10	25	10	10	1

Skills Perception +6
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., darkvision 120 ft., infravision 120 ft., Passive Perception 16
Languages Common
Challenge 16 (15,000 XP)

Continuous Self Repair. The ArcForged destroyer regains 5 hit points at the start of its turn. The ArcForged destroyer is disabled only if it starts its turn with 0 hit points.

Sensor Suite. The ArcForged destroyer has a complex sensor suite that includes an encrypted commlink, sensor array, signal jammer, and ultrasound emitter.

Telepathy. The ArcForged destroyer can communicate with other constructs in a 100-mile radius. This ability allows linked constructs to work in near perfect coordination.

Actions

Multiattack. The ArcForged destroyer can make up to three attacks.

Slam. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 20 (3d8+7) bludgeoning damage.

Assault Cannon. *Ranged Weapon Attack:* +8 to hit, range 200/2,000 ft., one target. *Hit:* 80 (16d8) piercing damage.

Grenade Launcher. *Ranged Weapon Attack:* +8 to hit, range 200/2,000 ft., 20-ft. sphere of piercing damage. Each creature in the area must succeed on a DC 15 Dexterity saving throw, taking 20 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

Machine Gun. *Ranged Weapon Attack:* +8 to hit, range 120/1,200 ft., one target (or more with burst fire). *Hit:* 24 (6d6) piercing damage.

ArcForged Informer

Medium humanoid (arcanthi), neutral

Armor Class 16
Hit Points 36 (10d8-10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	16	9	18	17	16

Saving Throws Int +8, Wis +7
Skills Arcana +8, History +8
Condition Immunities charmed, frightened, stunned (mental only)
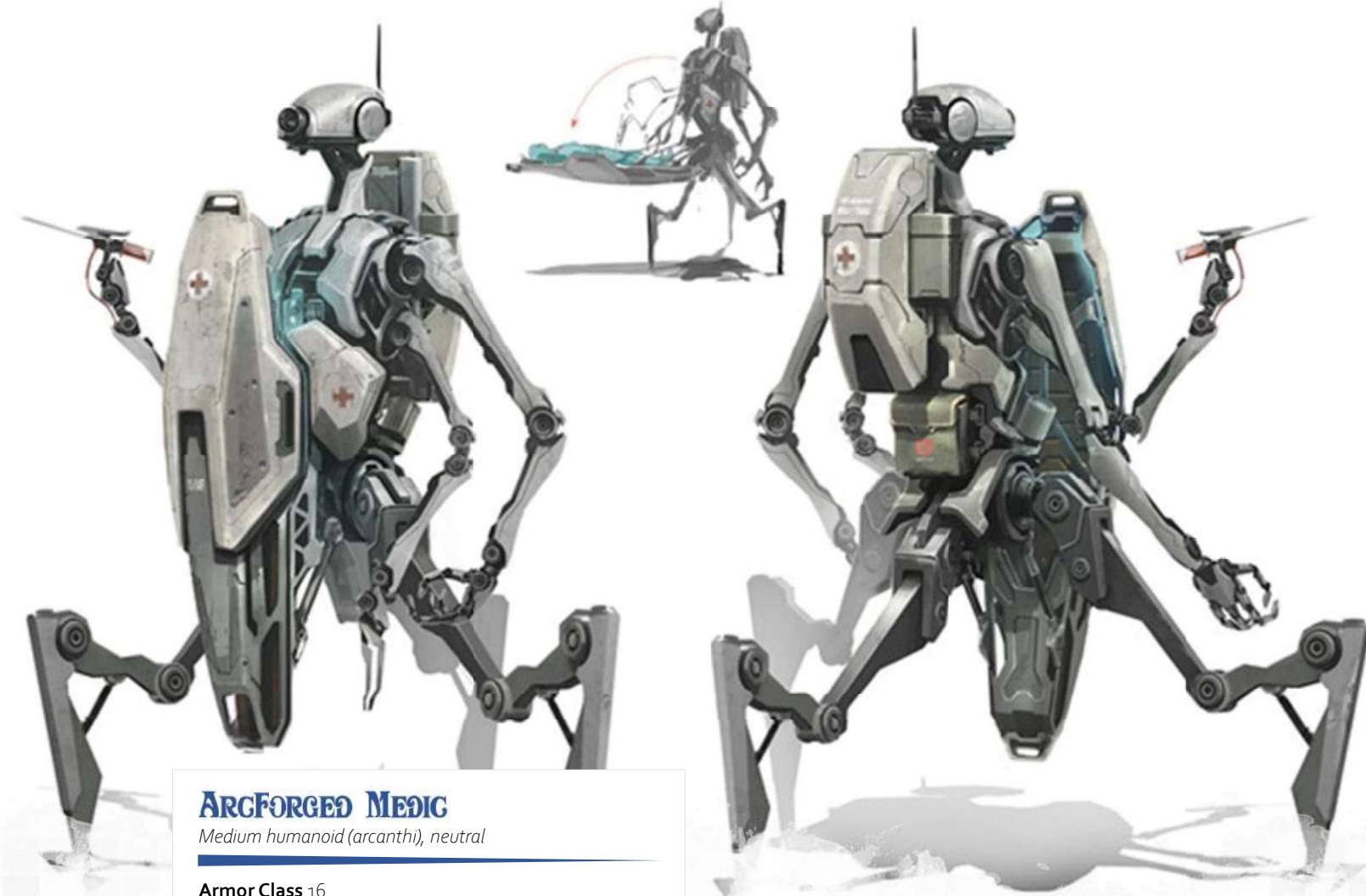**Senses** Passive Perception 17
Languages Common, Aracanthi
Challenge 9 (5,000 XP)

Innate Spellcasting. The aracanthi casts spells as a sorcerer of equal level to its Hit Dice. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aracanthi can innately cast the following spells, requiring no material components:

At will: *see invisibility*
1/day each: *detect magic, invisibility, planeshift*

The aracanthi has the following sorcerer spells:

ARCFORGED MEDIC

Medium humanoid (arcanthi), neutral

Armor Class 16
Hit Points 36 (10d8-10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	16	9	18	17	16

Saving Throws Int +8, Wis +7
Skills Arcana +8, History +8
Condition Immunities charmed, frightened, stunned (mental only)
Senses Passive Perception 17
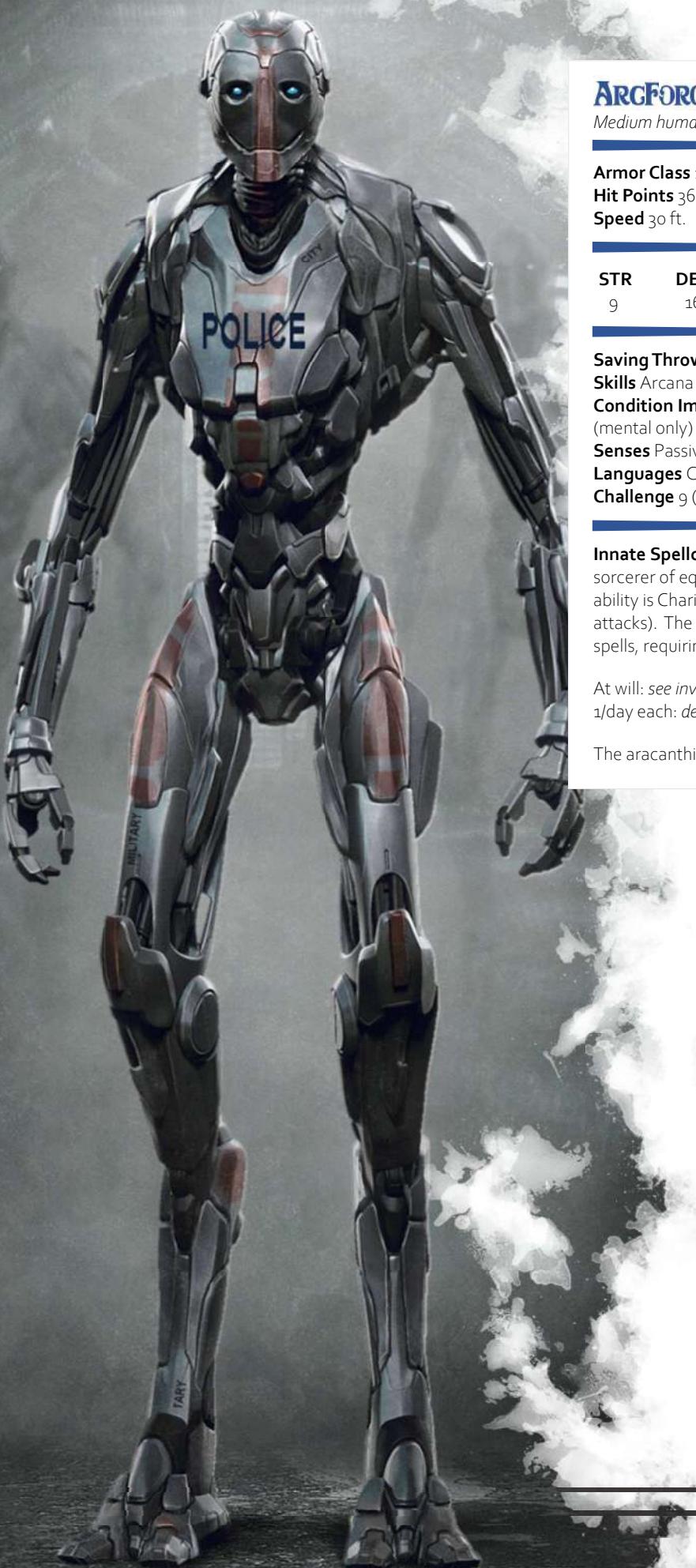**Languages** Common, Aracanthi
Challenge 9 (5,000 XP)

Innate Spellcasting. The aracanthi casts spells as a sorcerer of equal level to its Hit Dice. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aracanthi can innately cast the following spells, requiring no material components:

At will: *see invisibility*
1/day each: *detect magic, invisibility, planeshift*

The aracanthi has the following sorcerer spells:

ARCFORGED SENTINEL
Medium humanoid (arcanthi), neutral

Armor Class 16
Hit Points 36 (10d8-10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	16	9	18	17	16

Saving Throws Int +8, Wis +7
Skills Arcana +8, History +8
Condition Immunities charmed, frightened, stunned (mental only)
Senses Passive Perception 17
Languages Common, Aracanthi
Challenge 9 (5,000 XP)

Innate Spellcasting. The aracanthi casts spells as a sorcerer of equal level to its Hit Dice. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aracanthi can innately cast the following spells, requiring no material components:
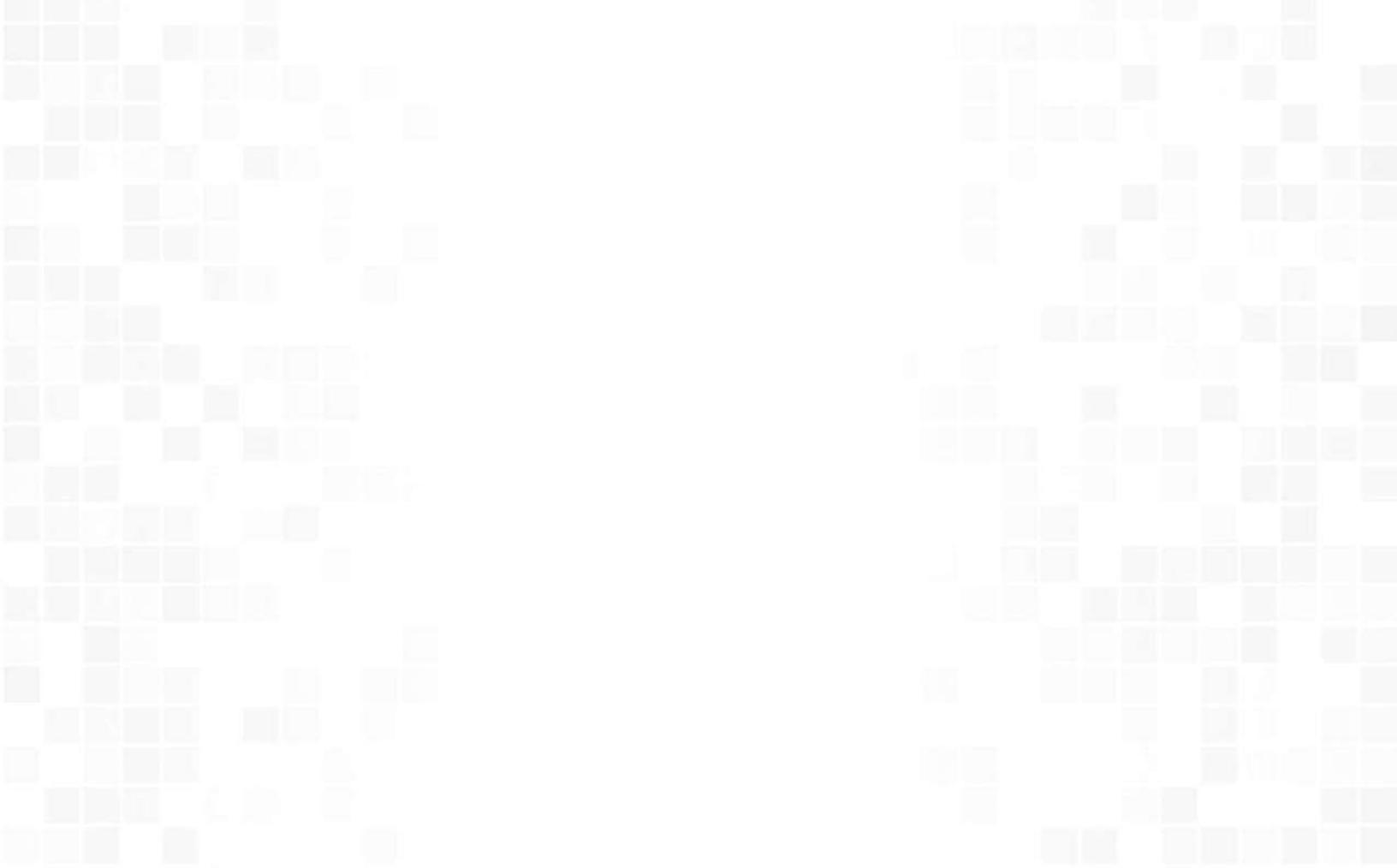
At will: *see invisibility*
1/day each: *detect magic, invisibility, planeshift*
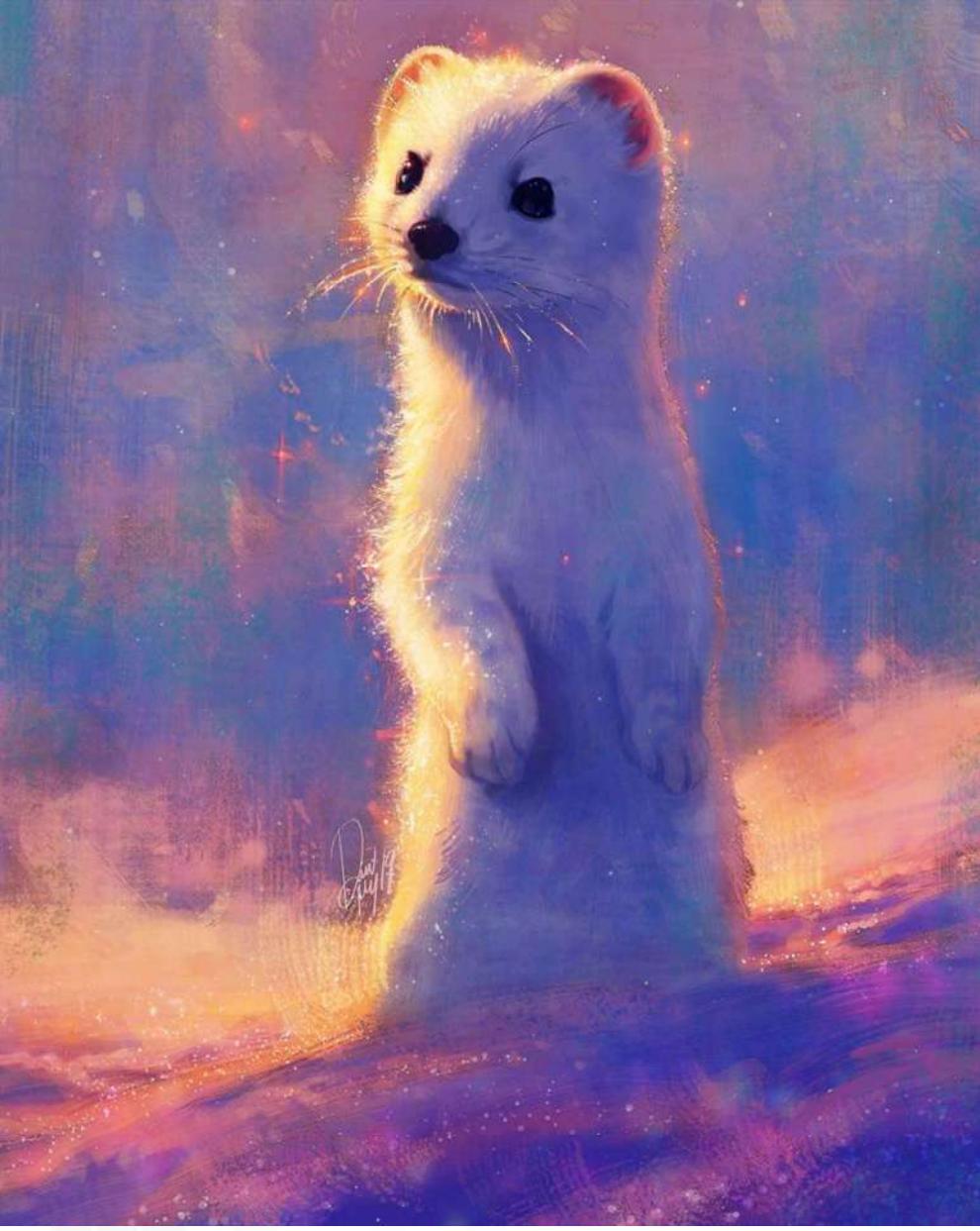
The aracanthi has the following sorcerer spells:

APPENDIX B: NON-PLAYER CHARACTERS

Weapons can support various modifications and accessories, from simple additions like silencers and imaging scopes to more complex weapon overhauls, like customization and using lighter materials.

Many modifications are mounted on the weapon, either an internal, barrel mount, top mount, or under-barrel mount attachments, and only one attachment can be mounted in each of these positions (regardless of the number of modifications supported by the weapon).

While many of these modifications are available for purchase, characters with the proper Tool Proficiency can craft these modifications over time.

Blade Mount. This weapon modification allows a knife or dagger to be attached under the barrel of a rifle or on the hilt of a medium-sized or larger melee weapon. Melee attacks with a dagger or knife using this housing requires the Simple Weapons proficiency and allows you to use your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Biometric Reader. This internal modification has a specialized biometric reader built into the weapon's grip, with the owner's palm print stored on memory inside the device. When the weapon is picked up, the reader scans for the correct palm print and will only activate (or disengage the safety) on a successful scan. Attempts to override this internal mechanism are fairly difficult and require an Arctechnology (Int) check (DC 20) to successfully bypass the lockout.

ARCFORGED SENTINEL
Medium humanoid (arcanthi), neutral

Armor Class 16
Hit Points 36 (10d8-10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	16	9	18	17	16

Saving Throws Int +8, Wis +7
Skills Arcana +8, History +8
Condition Immunities charmed, frightened, stunned (mental only)
Senses Passive Perception 17
Languages Common, Aracanthi
Challenge 9 (5,000 XP)

Innate Spellcasting. The aracanthi casts spells as a sorcerer of equal level to its Hit Dice. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aracanthi can innately cast the following spells, requiring no material components:

At will: *see invisibility*

applying a RFID designation that lasts for 10 minutes.

The Combat HUD Sensor comes in an external and internal packages. The external packages occupy the under-barrel mount. In either case, without connecting to a display device the sensor is useless.

When using the Combat HUD Sensor with a linked display device the user always knows the exact amount of ammunition available, can easily identify designated allies, and receives a +2 bonus to hit with the linked weapon.

Concealable Holster. Customed designed for a specific pistol, the holster is designed to be worn over the hip, in the small of the back, on the ankle, or the forearm. It grants advantage on Sleight of Hand (Dex) ability checks made to conceal the weapon in the holster. Rifles and Heavy Weapons cannot make use of the concealable holster.

Customized Grip. This modification replaces the standard grip with a custom-molded grip. The increased comfort and reliability of this grip grants a +1 bonus to hit with the weapon.

Foregrip. This modification utilizes the under-barrel mount and helps to reduce recoil. The foregrip grants a +1 bonus to hit to attacks using the autofire attack option. Forgrips can be mounted on submachine guns, assault rifles, and shotguns.

Gyro Stabilizer. This accessory includes a cushioned harness and belt with an attached, gyro-stabilizing arm that mounts to a rifle or heavy weapon. This weapon mounting kit completely neutralizes recoil. The gyro stabilizer negates the disadvantage penalty associated with the autofire action, as part of a weapon's burst fire attack. The harness and belt comes with a quick release for dropping the stabilizer and any attached weapon as a bonus action, otherwise getting into and out of the stabilizing harness takes 1 minute. The gyro stabilizer utilizes the under-barrel weapon mount.

There is a more advanced, and more expensive, version of the gyro stabilizer that is integrated into a specific weapon. This modification provides counter-weights and an auto-gyro that automatically stabilizes the weapon. The integrated gyro stabilizer's weight equals 50% of the weapon's weight and occupies the internal and under-barrel mounts.

Imaging Scope. Imaging scopes utilize the top mount housing for a weapon and are found with all weapon types. Imaging scopes come with various capabilities including darkvision, infravision, and magnification capabilities. It is possible to add one or all of these options into a single imaging scope, meaning a scope

Pragmatic Order Initiate

Medium humanoid (any), any lawful alignment

Armor Class 16
Hit Points 45 (7d8+14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14	11	15	10	17	13

Saving Throws Wis +7, Cha +4
Skills History +3, Insight +6, Perception +6, Persuasion +4, Religion +6
Senses Passive Perception 16
Languages any four languages
Challenge 5 (1,800 XP)

Channel Divinity. The aracanthi casts spells as a sorcerer of equal level to its Hit Dice. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aracanthi can innately cast the following spells, requiring no material components:

Spellcasting. The initiate is a 7th level spellcaster. Its spellcasting ability is Wisdom (Spell save DC 15, +7 to hit with spell attacks). The initiate has the following clerics spells prepared:

Cantrips (at will):
1st level (4 slots):
2nd level (3 slots):
3rd level (2 slots):
4th level (1 slot):

Tenth Pit Devotee

Medium humanoid (any), any evil alignment

Armor Class 16
Hit Points 39 (7d6+14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	16	9	18	17	16

Saving Throws Int +8, Wis +7
Skills Arcana +8, History +8
Condition Immunities charmed, frightened, stunned (mental only)
Senses Passive Perception 17
Languages any four languages
Challenge 5 (1,800 XP)

Innate Spellcasting. The aracanthi casts spells as a sorcerer of equal level to its Hit Dice. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aracanthi can innately cast the following spells, requiring no material components:

At will: *see invisibility*
1/day each: *detect magic, invisibility, planeshift*

The aracanthi has the following sorcerer spells: